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**FIRST CD32 GAMES REVIEWED:
DIGGERS AND PINBALL FANTASIES!**

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HIRED GUNS

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FOR IT. BUT REMEMBER TO
SAY 'PLEASE'!**

Inside:

**HIRED GUNS ■ DIGGERS CD32 ■ PINBALL FANTASIES CD32 ■ ALFRED CHICKEN
■ WAR IN THE GULF GUIDE ■ SYNDICATE TIPS ■ & MUCH, MUCH MORE!**

impact
MAGAZINES



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No. 10

OCTOBER 1993

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ISSUE 10

OCTOBER 1993

HIRED GUNS

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At last, Psygnosis's epic multiplayer combat arcade adventure is finished. We review the stunning *Hired Guns*.



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14 USE YOUR LOAF AGAIN

Part two of our roundup of non-military strategy games including *Populous II* and *Mega-lo-Mania*.



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This month's full-price reviews include CD32 games *Diggers* and *Pinball Fantasies*. Plus Playtests of *Alfred Chicken* and *Brutal Sports — Football!*



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 ■ **CONCEPT & DESIGN** Mark Kendrick
 ■ **DESIGNER** Claire Morley
 ■ **FEATURES EDITOR** Ian Osborne
 ■ **STAFF WRITER** Rob Millichamp
 ■ **EDITORIAL ASSISTANT** Milo Jackson
 ■ **SCREENSHOTS AND MAPS**
 A-Force Team
 ■ **SCANNING** Michael Parkinson,
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 ■ **ADVERTISING MANAGER**
 Neil Dyson
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 Michelle Bullen, Pete Raybould
 ■ **ADVERTISING PRODUCTION**
 Jackie Morris
 ■ **PRODUCTION MANAGER**
 Franco Frey
 ■ **PUBLISHER** Eddie McKendrick
 ■ **GROUP PUBLISHING DIRECTOR**
 Roger Kean

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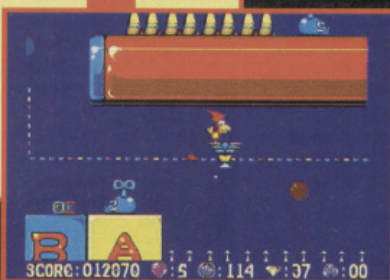
■ Cover by Oli Frey

ABC

■ OCTOBER 1993 ■

amiga
FORCE

5



Read all about it!

ANOTHER PACKED ISSUE

Welcome to **AMIGA FORCE**, the magazine that's a must for all games-mad folks. This month you'll no doubt have already noticed a slight price increase. Before you start foaming at the mouth, this is **ONLY TEMPORARY** to help cover the cost of our covermounted tips book. I'm sure you'll agree it's a small amount extra to pay for this handy 84-page guide to gaming, packed with pokes, cheats, level codes and even full solutions for well over a hundred games!

This first book caters for the games from A to F (our initials!), but fans of *Goblins 2* or *Zool* needn't gnash their teeth — there'll be a second covermounted tips book (G to Z) on the front of our December issue. Meanwhile, next issue will have a couple more tips cards stuck to the front (and a price of only £1.99). But enough of future publications... in this month's **AMIGA FORCE** we bring you the very first CD32 software reviews, and very good they are too. Not only that, but there's a fittingly epic review of Psygnosis's massive multiplayer arcade adventure, *Hired Guns*. We also have Playtests (not reviews) of the nearly finished *Alfred Chicken* and *Brutal Sports Football*. Not to mention all your favourite regulars, including the best Amiga tips section around. Where else can you get such incredible value for money? No, not even at Bettabuy's!

Phil King
Phil King
Editor



SPECTRAVIDEO ON QUALITY STREET

SpectraVideo are to release the Logic 3, the world's first joystick which features closed microswitches.

Unlike ordinary switches that operate by pressing a flap onto a contact, with a spring to reposition it when the joystick's released, closed micro-switches encase all moving parts, giving a more reliable and better quality performance (they also make a pleasingly hollow click). The pad also features six fire buttons with independent semi and full autofire functions on each.

The Logic 3 hits the shelves in early October, and will cost £17.99. Look out for a full Amiga Force review.

ONE DROP BEYOND?

In a surprise move, Ocean Software have dropped the price of their Quavers-inspired puzzler *One Step Beyond* from £25.99 to £19.99.

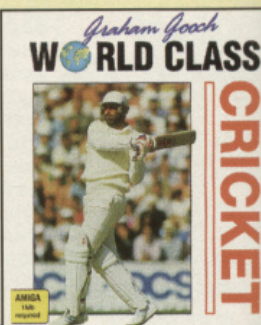
Price drops are always welcome, but this game in particular should benefit from the reduction — it's a great puzzler, but (in common with most games of that genre) there wasn't enough to it to justify the original price tag.

So what made Ocean change their minds? 'The game was sponsored by Walkers Crisps', said Ocean spokesperson Simon Alty, 'and we wanted to pass the benefit on to the consumer'. Fine words, splendid gesture... we hope it catches on!

GRAB GOOCH'S GOOGLY

If *Graham Gooch World Class Cricket* did little to inspire the ailing England team, its runaway success certainly prompted publishers Audiogenic to program a data disk.

Graham Gooch's 2nd Innings is to feature tougher opponents, county teams with batting and bowling averages accurate to the end of July '93, more statistics, better save-game facilities and more comprehensive options. There's also a 'moments from history' scenario where you can relive famous matches from the past (ie when England still had a cricket team). I wonder if they'll do the 'bodyliner' tour? *Graham Gooch's 2nd Innings* hits the shelves around the end of August — and YES YOU DO need the original to play!



'MASTERS BL

CodeMasters are beaver away on two new releases, *Fantastic Dizzy* and *Cosmic Spacehead*.

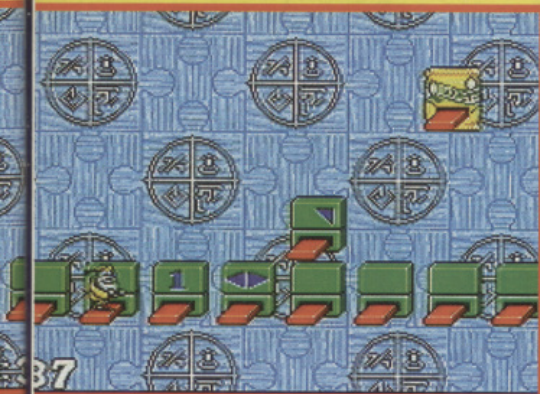
Spacehead is the world's first alien tourist. In an 'intriguing' mixture of arcade action and adventure, Cosmic must conquer three main territories on his journey to Earth: the planet Linoleum, Detroitica (a vehicle factory on a lonely asteroid) and a space station.

Each location is divided into several smaller play areas, where Cosmic can manipulate objects, interact with other characters and generally arcade-adventure his way along in true CodeMasters style. Unlike the *Dizzy* and *Seymour* games, however, he's controlled through a series of commands such as move, examine, look, give

and use. This allows far more freedom and depth than a *Dizzysque* interface.

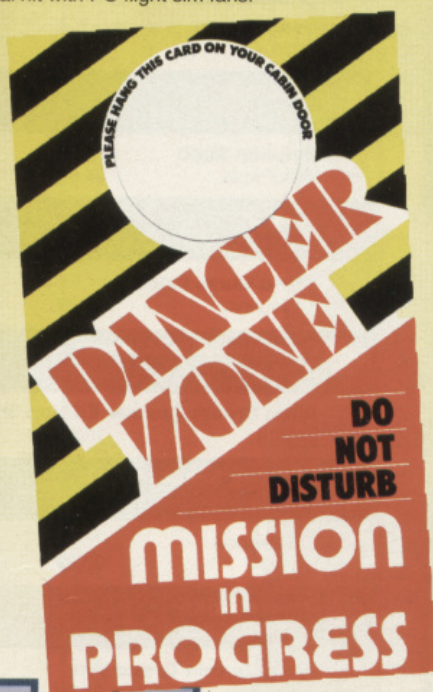
Travelling between areas demands the successful completion of an arcade subgame. There are 32 in all — astro-car racing, robot





LATEST AND GREATEST

Following the success of *The Greatest*, Beau Jolly are planning another three-game compilation tie-in with Virgin Games. At the moment the only title confirmed is *Shuttle*, the Vektor Grafix-programmed smash that's been a real hit with PC flight sim fans.



MASTERS

attacks, asteroid fields and many, many more. Look out too for a Central TV programme on the making of *Cosmic Spacehead*, due for broadcast in October.

The Codies' other Autumn blockbuster is *Fantastic Dizzy*, a hybrid of early Dizzy games that's already a smash on the NES.

An absolutely huge game, *Fantastic Dizzy* features just about every game-style our ovoid oeu has starred in. There's some puzzle-solving to be done (lots, in fact), stars to collect and various arcade subsections to negotiate — it's just like playing all the Dizzy games rolled into one!

Perhaps the only thing that could work against the game is the fact that, unlike the NES, the Amiga already has a plethora of Dizzy games and



News!

OCEAN PREDICT MONSTER SALES

Riding high on the Spielberg-inspired tide of Dino-mania, Ocean confidently predict *Jurassic Park* will be their best-selling licence to date, outstripping previous blockbusters such as *Batman*, *RoboCop* and *WWF*.

On the day of launch (October 1) sales of 500,000 are expected across all six units: 150,000 on the SNES, 100,000 on the Amiga and NES, 30,000 Gameboy carts and around 50,000 PC/CD-ROM titles (naff all on the C64). An Amiga CD version is expected before Christmas.

The Spielberg film looks set to smash all current box office records, and no doubt the game will do as well too, but will it deserve to? Ocean have produced some excellent licences in their day such as *The Addams Family* and coin-op conversion *Toki*, but what about *RoboCop* and *WWF*? Judging by the early versions *Jurassic Park* could well be a cool game, but check before you cheque — wait for the AF review!

SEEDY CD SOFT-PORN SOFTWARE

In a surprise move, On-Line Entertainments move away from their usual modem-based games to convert Storm's *Cover Girl Poker* to the CD32 and CDTV.

The disk-based offering (the game that put the 'poke' in 'poker')

featured some of the worst digitisation ever seen outside dodgy PD demos, but this will be improved on the CD versions of the game which will contain 15–20 minutes of video footage. There will be eight girls in all, and they'll all play a better hand of poker than in the original, which was very easy to beat.

'We don't think it's offensive,' said an On-Line spokesperson. 'The British Board of Film Classification were

consulted and are very happy with it. It has an 18-certification so minors can't buy it, though people have "peculiar" opinions about this sort of thing.'



their aficionados will, erm... let's be polite and say some of the game levels are instantly recognisable. The tree section, for example, is pure *Treasure Island Dizzy* and there's no disguising the *Dizzy Down The Rapids* subsection. Even so, all the puzzles have been changed — only the graphics and layouts are repeated. Dizzy's world was meant to be instantly



recognisable anyway.

Cosmic Spacehead hits the shelves around November, with *Fantastic Dizzy* due for an October release. Look out for full reviews as soon as they're finished.

CHRISTCHURCH VOTERS CHICKEN OUT

As everyone now knows, the Liberal Democrats (or whatever they're called this week) trounced the Tories in the Christchurch by-election, overturning a serious majority and kicking the Major government right where it hurts. Less well known, however, is the fact that among the loony candidates that usually score a dozen votes between them was a certain Karl Fitzhugh, standing for the Alfred Chicken Party.

But who are the Alfred Chicken Party? Are they a new force set to break the mould of British politics just like the SDP didn't? Could it be David Owen's latest flag of convenience in his never-ending quest for power (he should join the parliamentary football team as centre forward — it's the only way he'll get to Number Ten)? No, it's actually an astute marketing move by Mindscape, publishers of the *Alfred Chicken* game.

Although their guy pulled a total of 18 votes (only the Rainbow Alliance candidate scoring lower) and lost his £500 deposit, Mindscape got an awful lot of 'free' advertising out of it. As Christchurch was an important by-election, the eyes of the entire country were focused on it — a Mindscaper was able to wobble about on stage during the *TELEVISED* results and anyone in the media (television, newspapers, radio, etc) listing the parties and their candidates is legally obliged to list them all. Last but not least, candidates can deliver an election flier free of charge to every house in their constituency.

Not a bad deal for five hundred notes, is it? The publishers of *The Daily Sport* didn't think so — they too put up a candidate (Read *The Daily Sport* Party), though rumours that she would take her top off on live television proved unfounded (bah, these flippin' politicians always break their promises! — Ed).



SUPERVISION IN CD LOVERS' GUIDE DECISION

Supervision's 18-rated CD32 project *The Lovers' Guide* may not be released — the company are waiting to see how it sells on the Apple Mac, but are also worried about Commodore's reaction to the release.

Based on Andrew Stanway's best-selling sex education video, the CD version will (might?) feature interactive decision making and a password system to lock out youngsters.

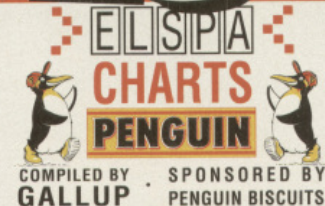
Also in the pipeline is *Donk*, first commercial release from PD kings The Hidden. The game was to be marketed by the late DMI, but following their collapse the completion of the project is now being funded by Supervision. The game will feature an enhanced A1200 version on the same disk.

Here are the votes of the Luxembourg jury...

1.
2.
3.
4.
5.

MY FAVOURITE ICE LOLLY IS A
NAME.....
ADDRESS.....
POSTCODE.....

Top 20



EA's *Syndicate* cracks the top spot, taking over from *Gunship 2000* which falls to number four. Meanwhile *World Class Cricket* has achieved the sort of consistent success the real England team can only dream about!

1	Syndicate Electronic Arts	34.99
2	Goal! Virgin	30.99
3	Project X Team 17	12.99
4	Gunship 2000 MicroProse	34.99
5	Dune 2 Virgin	30.99
6	World Class Cricket Audiogenic	29.99
7	Championship Manager '93 Domark	25.99
8	Alien Breed: Special Edition '92 Team 17	10.99
9	Sensible Soccer 92/93 Renegade/Mindscape	25.99
10	Flashback US Gold	30.99
11	Desert Strike Electronic Arts	29.99
12	Formula One Grand Prix MicroProse	34.99
13	First Division Manager CodeMasters	7.99
14	Dizzy: Prince Of The Yolkfolk CodeMasters	7.99
15	RBI 2 The Hit Squad	7.99
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Rave review!

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A lightweight short-range hand gun. Featuring optional silence and barrel extensions. Requires 9mm calibre ammo.



Smith & Wesson 29

The highest quality hand gun available. The genuine item is imported only from earth. Requires 9mm calibre ammo.



9mm THV 'Mini' Series

A compact AET round. Average armour piercing, low ricochet, low recoil and good stopping power. Also available in .44mm format.



40mm Explosive Grenades

A common size and format of package. High density cellular-ceramic explosive will generate an impressive blast for the grenade's size.



Digital Terrain Scanner

This hand-held unit provides a visual log and tactical database based on current surroundings.



Psionic-Amp: Fireshield

Protects a volume of 2 cubic metres, usually the user, from most of the effects of plasma weapons.



Psionic-Amp: Inferno

Generates a full-strength ball of flaming plasma directly in front of the user.



Common Fruit

Apples are easily grown and are exempt from the Patents And Licence Act of 2609



Naomi IV Assault Rifle

The Naomi Institute's rival to the M73. This special edition features laser sighting and low recoil. Requires 9mm Calibre Ammo.



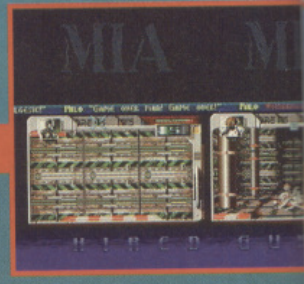
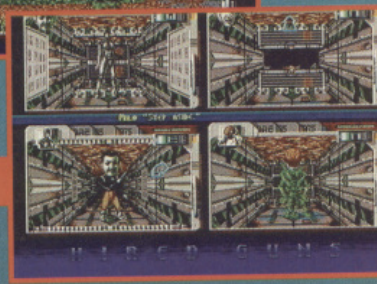
Neutron-Flux Laser Cannon

For use in vacuum, less effective through atmospherics. Prince Of Wales Award For Innovation And Design. Requires 1 kilojoule charge or more.



Standard Rations II

Rations concentrated to Level 2. They are much the same as normal rations but for several energy enhancing features.



HIRED

■ Psynosis, £29.99

In our exclusive Playtest of *Hired Guns* last month, we were already full of praise for it, even though we'd only seen a few levels. And now the completely finished game has arrived it's anything but an anticlimax. Make no mistake about it, this is an instant Amiga classic...

The high-tech world of 2707 is run by a totalitarian central authority. On the run from this regime, Rorian Deevergh has formed a band of mercenaries who'll do anything for money — well, anything involving lots of killing.

Just to clear one thing up, in last month's Playtest we said that the group's main objective on the planet known as the Graveyard was to rescue hostages. Not any more it ain't: instead they must recover four fusion-power core rings and take them to the main reactor for a fusion-induced thermonuclear explosion — detonated

after evacuating!

Each of the four core rings is located at a known site on the scrolling mission map. But to get to them, you have to get through many other levels.

This gun's for hire

Before embarking, you choose your four-person team from the 12 mercenaries on offer, some of them robots and androids. You can control them all yourself (tricky at times) or get up to three friends to help, the third and fourth players either using the keyboard or joysticks/mice attached with a parallel adaptor. Even for two players, it's worth getting an extra mouse, as this is preferable to the slightly trickier joystick control.

After choosing an available mission from the map, you're presented with the main playing screen, split into four so each character gets his own first-person 3-D view of the world. They can even look round and see their colleagues — apart from not using a funny headset, the feeling is a bit like virtual reality.

Character control is very user-friendly,

“So much more than a glorified shoot-'em-up”

Flask

Useful for when you need a nip of medicinal liquid refreshment.



Auto Sentry Kit

Will fire at moving target directly in front of gun.



Tungsten Bore Rifle

A celebrated range of sporting rifles and hand guns.



Oxy 6 Flamer Junior

A hand-held flame-thrower fuelled by a separate fuel pack.



Droid Repair Kit

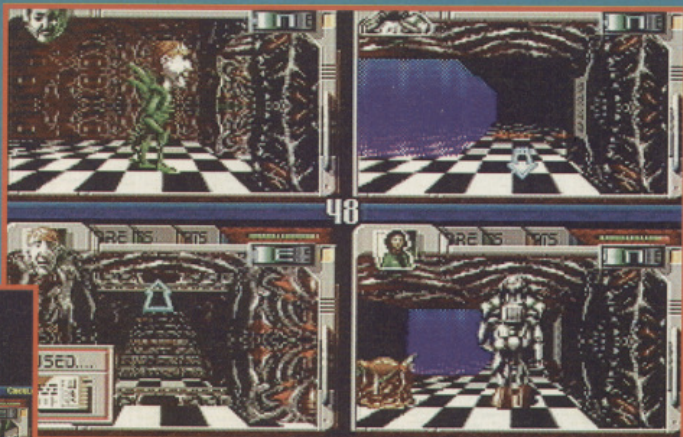
Vital piece of kit for advanced civilisations.



18 Bore Slug

With depleted uranium core which provides good penetration.





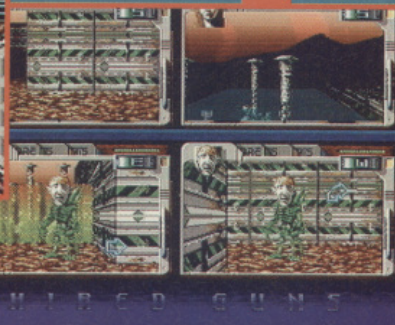
■ (Above) That weird green bloke in the top-right window is the one and only Milo. Yes, that's what the demon tipster really looks like!



Rave review!



■ When in a room with loads of hostile creatures, it's best to head for a corner so they can only attack from two sides instead of four.



GUNS

especially with a mouse. In the latter case, arrow icons appear as you position the cursor over certain 'hot spots' on the 3-D view: just click left to rotate 90° left/right, sidestep or walk forward. Clicking on the panels above the view brings up other useful screens, including a scrolling map of the area explored (if you have a DTS scanner) and a character status screen.

Most important of these, the Store is the character's inventory, scrolling vertically to show all the weapons/equipment in possession. Any of these can be placed in the character's hands to use. By the way, our only gripe in the Playtest was the inability to utilise items straight from the inventory instead of having to return to the 3-D view. This is no longer a problem as you can right-click on the inventory hands to use the item immediately, making it much easier and quicker to use first-aid kits during battle.

And believe me, there's plenty of combat action as you explore the gloomy corridors and rooms populated by all manner of enemies and hostile creatures. It gets really tense as you approach the end of a passage, not knowing what's round the corner. The multiplayer aspect also comes in well, as the other characters can cooperate to give covering fire to the rear etc.

Gunning for glory

Hired Guns is so much more than a glorified shoot-'em-up, though. The levels are so large,

there's not only a lot of exploration but also flicking switches, moving boxes, etc to solve puzzles along the way. With an amazing amount of different items to find and use, the game's more like an RPG than anything else — but much easier to get into and play, and with a whole lot more action.

The challenge of attempting the epic full campaign (which should take ages to complete) would be enough for most games, but no, *Hired Guns* has even more! There are no less than 20 stand-alone missions, including some competitive multiplayer ones, and five training missions to aid beginners.

With so much game data, not to mention the incredibly varied and detailed graphics and sound, it's no surprise that *Hired Guns* comes on five disks. This leads to a fair amount of swapping before missions, so the program's clever indication of what disk will be needed next is a welcome feature.

Such disk hassle is a minor, and inevitable, annoyance in an otherwise perfect game. In fact, *Hired Guns* would be an ideal candidate for conversion onto CD, so it's all the more surprising that Psygnosis currently have no plans to do so — unless they get sackloads of letters demanding it, of course!

Phil!

HOW TO LOOK 'ARD

One of the game's stranger features is the ability to design your own customised characters' faces in *Deluxe Paint*. If you've got a digitiser, you can even scan photos of yourself — including views from the sides and back, of course. DMA Design kindly offered this facility to us, so we sent them a load of pics to put in our special review copy!



Grenade Launcher

Naomi's latest addition. Requires 40mm grenades.



Medical Pack

This item contains essential medical aid.



Psionic-Amp: Cure Poison

Cleanses bloodstream from alien toxin.



Flamer Junior Refill: UX Gas

An inexpensive by-product from low-grade chemical fuel. Particularly strong clean burn with the Oxy 6 range of flame-throwers.



Particle Beam Rifle

Based around the energy transition in the ultraviolet range. The result is very destructive. Requires 1 kilojoule charge or more.



UPBI Issue 38

Standard issue for United Planets Bureau of Investigation agents. Quirky firing mechanism may lead to fracturing. Requires .38 calibre ammo.



Psionic-Amp: Heal

Accelerates the user's metabolic rate, immune system and tissue recovery. Has the end effects of curing wounds and poisonings.



Rave review!



Rob!

■ Violence is the name of the game in this corker of an adventure. Simply pick your well-armed gun-totin' heroes, choose one of many missions and off you go into uncharted mazes full of vicious puppy dogs, crazy lemmings and shark-infested pools. One of the most impressive things about the game is the graphics: characters and backgrounds are brilliantly detailed and look very realistic. The character-selection music sounds like a '70s cop show, but that only adds to the cool image of the game. All the missions take some working out, so you'll be playing this for quite some time to come. A real winner.. ■

■ (Left) The scrolling campaign map shows the locations of all 20 missions. The larger circles are where the elusive nuclear core rings can be found.

WHAT'S YOUR STATUS?

Fitness:

As your character takes hits, his fitness falls — when it reaches zero he's dead. Fitness is also indicated by a meter above the character's view.

Physique:

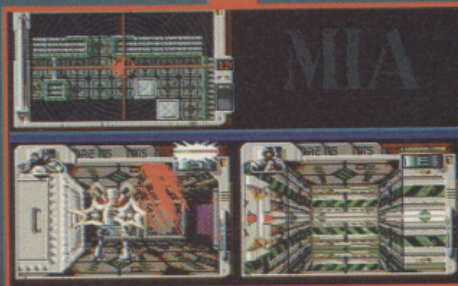
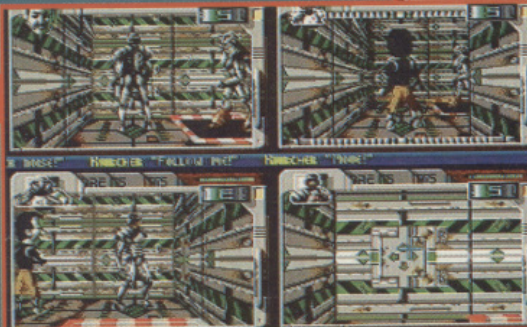
The stronger your character, the more damage he can withstand, and the more items he can carry.

Experience:

Used in the game as a sort of score, accumulated throughout successive missions.

Carrying:

The total weight of items carried — the maximum is determined by the character's physique.



■ (Below) Duh deh duh deh... Get out of the water! Psionic gills stop you drowning but not from getting eaten.



amiga

FORCE Rating!

- DEVELOPERS: DMA DESIGN
- DISKS: 5
- PLAYERS: 1-4
- GENRE: COMBAT ARCADE
- 1200 COMPAT: YES
- HD INSTALL: YES



■ One of the best Amiga games ever made — miss it at your peril.

97

12

amiga

■ OCTOBER 1993 ■

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now with DEEP trainer. Even better than before - allows you to generate more or even infinite lives, fuel, ammo. Perfect as a Trainer Mode to get you past that "impossible" level. Easy to use.

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● BURST NIBBLER.

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Pictures and sound samples can be saved to disk. Files are saved directly in IFF format suitable for use with all the major graphic and music packages. Samples are displayed as screen waveform.

● PAL or NTSC MODES SELECTABLE

Useful for removing ugly borders when using NTSC software. (Works only with newer Agnus chips).

● SLOW MOTION MODE

Now you can slow down the action to your own pace. Easily adjustable from full speed to 20% speed. Ideal to help you through the tricky parts!

● MANY MORE INSTANT CLI COMMANDS

like Rename, Relabel, Copy, etc.

● RESTART THE PROGRAM

Simply press a key and the program will continue where you left off.

● FULL STATUS REPORTING

At the press of a key you can now view the Machine Status, including Fast Ram, Chip Ram, RamDisk, Drive Status, etc.

● POWERFUL PICTURE EDITOR

Now you can manipulate and search for screens throughout memory. Over 50 commands to edit the picture plus unique on screen status "overlay" shows all the information you could ever need to work on screens. No other product comes close to offering such dynamic screen handling of frozen programs!!

● JOYSTICK HANDLER

allows the user to select Joystick instead of Keypresses - very useful for many keyboard programs.

● MUSIC SOUND TRACKER

With Sound Tracker you can find the complete music in programs, demos, etc. and save them to disk. Saves in format suitable for most track player programs. Works with loads of programs!!

● AUTOFIRE MANAGER

From the Action Replay III Preference Screen you can now set up Autofire from 0 to 100%. Just imagine continuous fire power? Joystick 1 and 2 are set separately for that extra advantage!

● IMPROVED RAM EXPANSION SUPPORT

Now many more external Ram Expansions will work with all Action Replay III commands.

● DISKCODER

With the new 'Diskcoder' option you can now 'tag' your disks with a unique code that will prevent the disk from being loaded by anyone else. 'Tagged' disks will only reload when you enter the code. Very useful for security.

● SET MAP

allows you to Load/Save/Edit a Keypad.

● PREFERENCES

Action Replay III now has screen colour preferences with menu setup. Customise your screens to suit your taste. Very simple to use.

● DISK MONITOR

Invaluable disk monitor - displays disk information in easy to understand format. Full modify/save options.

● IMPROVED PRINTER SUPPORT

including compressed/small character command.

● DOS COMMANDS

Now you have a selection of DOS commands available at all times - DIR, FORMAT, COPY, DEVICE, etc.

● FILE REQUESTOR

If you enter a command without a filename, then a file requestor is displayed.

● DISK COPY

Disk Copy at the press of a button - faster than Dos Copy. No need to load Workbench - available at all times.

● PLUS IMPROVED DEBUGGER COMMANDS

including Mem Watch Points and Trace.

● BOOT SELECTOR

Either Df0 or Df1 can be selected as the boot drive when working with Amiga Dos disks. Very useful to be able to boot from your external drive.

PLUS A MACHINE CODE FREEZER MONITOR WITH EVEN MORE POWER!!

EVEN MORE FEATURES INCLUDING 80 COLUMN DISPLAY AND 2 WAY SCROLLING:-

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- Full screen editor
- Load/Save block
- Write String to memory
- Jump to specific address
- Show Ram as text
- Show frozen picture
- Play resident sample
- Show and edit all CPU registers and flag
- Calculator
- Help command
- Full search feature
- Unique Custom Chip Editor allows you to see and modify all chip registers - even write only registers
- Notepad
- Disk handling - show actual track, Disk Sync. pattern etc.
- Dynamic Breakpoint handling
- Show memory as HEX, ASCII, Assembler, Decimal
- Copper Assembler/Disassembler - now with suffix names

REMEMBER AT ALL TIMES YOU ARE INTERROGATING THE PROGRAM IN IT'S "FROZEN" STATE WITH ALL MEMORY AND REGISTERS INTACT - INVALUABLE FOR

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A/F AAR IIIid

Feature!

Use your

It's cerebral sensations time again folks, as we conclude our roundup of the very greatest (and some not so great) strategy games. For those who didn't read last issue (shame on you) we're shelving the military sims and wargames as they're separate categories in themselves, but we've god games, explore-'em-ups and life sims galore. Take it away, IAN 'HEADCASE' OSBORNE...

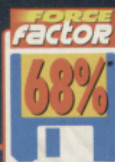
SIMEARTH

■ Ocean

■ Gaia... the living Earth. According to the Gaia theory the planet behaves as a single, living organism that gets sick when abused and thrives when looked after, just like the human body. *SimEarth* puts you in charge of the entire planetary evolutionary process, but will Gaia survive your leadership?

Perhaps we strategy gamers have cried 'gameplay rules presentation OK' once too often. Apart from making us sound like a bunch of *Sensible Soccer* fans, it encourages (or at least fails to discourage) skimping on the cosmetics. I HATE games that bury promising ideas under lots of pretty visuals (*Legend*) or, worse still, token arcade sequences (*Midwinter*), but there's no excuse for presentation this bad.

Underneath the rather off-putting interface lies a reasonably good game. You get to guide evolutionary development any way you like and you never feel restricted by the program. Unfortunately it seems to play itself for great lengths of time — set up the conditions, wait an hour, tweak it a bit, wait two hours... OK it's not THAT bad, but it does require a great deal of patience. One for hard-core planet-plasterers only.



POPULOUS II/THE CHALLENGE GAMES

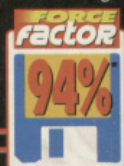
■ Electronic Arts

■ The best just got better — *Populous II* takes its illustrious predecessor by the neck, shakes it until the pips squeak and moulds it into one of the Amiga's finest hours.

Set over a thousand levels, as one of Zeus's sons you must defeat your 32 divine opponents to claim your rightful place on Mount Olympus. Not an easy task, even with the 30 commands now available (the original had eight), though not all on each world. As well as the usual earthquakes and volcanoes you can now throw plagues at your rivals' settlements, blast them with a rain of fire or rip them apart with the hurricane wind. Succeed and you're awarded experience points which you use to beef up the power of your divine interventions (commands by any other name).

The basics are pretty much the same — encourage your people to settle and profligate by raising and lowering land, manipulating their actions without exercising direct control. The additional commands are no mere tweak though — coupled with the improved graphics and sound they make *Populous II* a real must-buy, even if you already own *Populous*.

And *The Challenge Games*? Well they offer 500 extra worlds (with redesigned graphics in a traditional Japanese style) and 42 challenge games where you're given a specific aim to achieve, and one extra command. Not a brilliant data disk, but at least you don't have to buy it separately now.



UTOPIA

■ Gremlin

■ *SimCity* meets *Populous*.

83% (OI, Osborne — get back here and write a proper review! — Ed.)

Ahem. For all its qualities, you could almost sum up this game in three words (or four if you're less lexicographically challenged than Maxis), 'SimCity meets Populous', but in the interests of job security I'll write a more expansive review.

Populous!

Feature!

PART

2

POWERMONGER

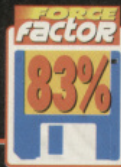
Electronic Arts

■ This can't be right... I must have loaded *Populous* by mistake. Oh well, might as well level this bit of land and drown those poor geezers down there. Hang on — the ground's not shifting. And why are the people dressed as soldiers and levelling my buildings? Appearances can be deceptive, folks: *Powermonger* isn't a cynical cash-in on *Populous* at all (it just looks like one)...

Unlike the aforementioned game, *Powermonger* has distinct wargame leanings. Starting with a limited number of troops, you must explore the islands in question, winning allies, finding food and developing weapons.

Like most Bullfrog games, *Powermonger* is packed with humour. Watch out for the baby-bearing stork — blast it out of the sky to stop your enemy repopulating. Careful who you upset though. If you pinch a farmer's livestock for food, he won't be too interested in your next recruitment drive.

With any luck, *Powermonger* will soon be rereleased with the *World War One Edition* thrown in, but in the meantime keep your eye out for it anyway — it's a great game, and the WWI outing made few non-cosmetic changes.



SIMANT

Ocean

■ Once again Maxis advertise their allergy to using spaces: here at AmigaForce we don't subscribe to BadPunctuation, 'coz if we did PhilKing would throw a TemperTantrum and have us sacked from ImpactMagazines. Now we've got that settled you'll appreciate the PunctuationErrors aren't ours and the game really is called *SimAnt*, so don't write letters of complaint to ForceNineMail.

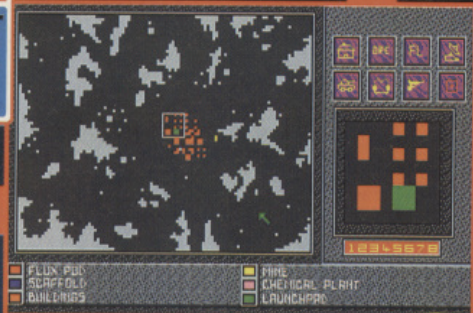
Unlike other 'god' games, *SimAnt* allows you to control a specific creature as well as guide the entire nest — in the interests of gameplay you're reborn every time you die. Unlike its more Homosapiens-orientated inspiration, *SimCity*, *SimAnt* has

a beginning and an end. In a quick game you must beat your rivals (a colony of red ants — yours are black) to a food supply, protect and expand your nest and wipe out the opposition. A full game sees you doing all this and more — breed new colonies, take over the entire garden and force the humans out of their home. An experimental game lets you set up the garden (food supplies, insecticides, etc) to your own specs.

You can't fault *SimAnt* on detail. The 176-page manual's entertaining and informative, the game's deeper than a real ant's nest and being less open-ended than, say, *SimCity* you've got a specific target to aim for. Unfortunately the interface isn't as polished as it could (and damned-well SHOULD) be, and the program is incredibly slow at registering your inputs, leading to mucho frustration. An interesting concept, but imperfectly executed.



only one drive and the graphics look a little dated, but the gameplay cuts, dices and shreds the proverbial mustard, and that's what really counts.



You start the game with a very small colony, which you must expand by embarking on building and mining projects. Keep an eye on things like crime levels, finances and morale — standard *SimCity* fare so far, but there's an alien colony on your planet too. They aren't indigenous either, but neither are they particularly friendly.

Although *Utopia* is an open-ended game, if you can keep the Quality Of Life rating (a morale indicator) at 80% or more for a length of time, you can consider the scenario 'won' and move on to the next. Keep it at 90% and you get a medal!

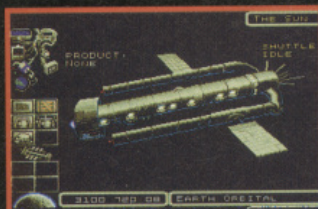
Utopia is a great game. *SimCity* fans will appreciate its open-endedness, but there are definite victory conditions for those who want them. The disk swapping's a bit of a pain if you've

■ OCTOBER 1993 ■

amiga

15

Feature!



DEUTEROS

■ **Activision/Prism**

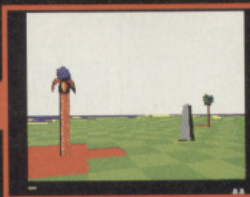
■ Now available on Prism's *Triple Action Vol. 1* compilation, *Deuteros* features lots of still pictures and

precious little animation — and it's great!

Set in the far future, the entire population of the Earth are descended from colonists once based on the moon — all indigenous life was wiped out when a meteor smashed into the Pacific. Centuries later all thoughts of space travel had vanished as the human race struggled to repopulate the Earth, and the moon base was thought to be a legend. Until now. Dr Trout's 26-volume thesis on spacecraft design turned mankind's attitude on its head — the race for space was on (again!)

As the master controller, you must ensure the space race is run smoothly. Your Resource Mining Rig supplies you with resources which your production crew (once trained) turn into hi-tech equipment. Your research and development team beaver away on various projects, designing equipment for the production team to build. As time goes on (and yes, there is a time accelerator) you get to build space stations, starships and all manner of equipment. The program wisely introduces labour-saving technology just when a task gets boring, eg a computer that allows shuttles to carry preset cargos to and from space stations without the need for manual launching and docking. You always feel you're in full control of the game, from the moment you build your first mining rig to the time you're running a minor planetary empire.

It's difficult to put your finger on why *Deuteros* is so engrossing. Perhaps it's the gentle learning curve that lets you take the game at your own pace, or maybe it's the brilliant atmosphere stopping it feeling artificial like some strategy sims. Whatever it is, the game's an unmissable barg at 15 quid, even if the other two games on the compilation are crap.



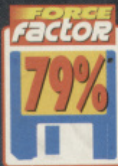
ARCHIPELAGOS

■ **Pocket Power**

■ An oldie but definitely a goodie, *Archipelagos* costs a mere £2.99 — is this the budget barg of the century or what?

The island archipelagos are in deadly danger. The war between the Ancients and the Visitors is reaching its climax, the Visitors having placed an obelisk of power on each of the 9,999 islands. Your task is to return the archipelagos, island by island, to the Ancients by destroying the obelisks. It won't be easy — they draw their power from minor stones that must first be destroyed, and they aren't always on the same island!

Archipelagos is an inspired strategy puzzler that successfully cuts across genres and provides a genuinely original challenge. At £2.99 you can't go far wrong with this one — just don't be put off by other less-than-wonderful Pocket Power strategy offerings.



DUNE II

■ **Virgin Games**

■ Unlike the previous offering, *Dune II* doesn't take its plot from a book or film, but instead uses the characters and settings from Frank Herbert's novels to create an entirely original game.

Based on spice-mining on the planet Arrakis, *Dune II* has you controlling (any) one of three different factions. The Atreides are diplomatic bods who don't fight unless they have to, the Ordos like a bit of sabotage and terrorism, but worst of all are the overtly evil Harkonnen.

Initially your base is very sparse and surrounded by blackness. As you explore further, more territory is revealed. Use your handful of soldiers and small trikes wisely, there's no point building up your operation just to

see it trashed by roving baddies. Indeed, the credits earned from spice sales should always be put to good use — when you find yourself involved in a three-way scrap you won't begrudge dosh spent on military hardware!

Dune II is one of the most innovative and accessible strategy sims ever. Its excellent presentation and involved gameplay prove for once and for all that wargames don't have to be shoddily presented.



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Previews!

Just around the corner

This is it! No, not Dannii Minogue, but the time of year when all the software companies are putting the finishing touches to their big autumn and Christmas releases...

MICRO MACHINES

CodeMasters

Enter the world of miniature racing in the long-awaited Amiga conversion of the Codies' hit console game. Originally released on the NES last year, it's recently been a soaraway success on Mega Drive, zooming straight to the top of the Gallup All-formats chart. And that isn't even an 'official' Sega game — well done, Codies, for taking on the mighty Japanese corporations in the courts and winning the right to produce your own software without having to

get approval from (and pay a substantial cut to) 'Big Brothers' Sega and Nintendo.

Of course, the Amiga market has always been completely free and open to third-party developers, so it's surprising Amiga *Micro Machines* has taken so long since the NES game to appear. In fact, it's effectively been developed in tandem with the Mega Drive version over the past 18 months, requiring an extra three months to convert. And from what we've seen so far, it certainly seems worth the wait.

Vroom vroom

If you've never pushed toy cars around 'courses' bordered by pieces of string, rubbers and matchboxes etc, now's

How's it going?

- **DEVELOPERS:** IN-HOUSE
- **PLAYERS:** 1-2
- **% COMPLETED:** 60%
- **RELEASE:** SEPTEMBER
- So far it looks as supremely playable as the console versions. The speed of the scrolling is certainly impressive for the

faster vehicles, as is the way the cars skid out of control and jump over bumps. The demo we had didn't have any sound and only a few levels, but we still had a lot of fun playing it.

How's it going?

MICROCOSM

Psygnosis

Microcosm almost stole the show at Commodore's CD32 launch in July. It was the only game that really showed off the capabilities of the machine, but was, unfortunately, at a very early stage of development at the time. Whether the gameplay would match the technical quality of the product was questioned, but Psygnosis promised that the finished version would blow the gaming world away!

Subatomic subs

The plot gives more than a passing nod to Isaac Asimov's *Fantastic Voyage*, where a team of medics are (along with a submersible) miniaturised and injected into the bloodstream of an ailing politician, their intention being to operate on his body from the inside, removing an otherwise-terminal cancer. *Microcosm* also uses this miniaturised medication theme, but this time the occupants are trying to gain control of the patient's mind; very useful when you work for a multinational concern and the patient is the president of your arch rivals!

Psygnosis describe *Microcosm* as 'the most sophisticated computer game ever'. It's not difficult to see why — never before have intro/outro sequences been created using Silicon Graphics imagery (as used for the Jurassic Park movie special effects!). The graphics and sound data takes up a massive 500Mb of memory, with 256-colour screens and an original soundtrack by Rick Wakeman. There are six areas of the body to explore, with multiple craft control and multidimensional craft/figure modelling included.



- **DEVELOPERS:** IN-HOUSE
- **PLAYERS:** 1
- **% COMPLETED:** 40%
- **RELEASE:** JANUARY '93
- The game's technical pedigree was never in doubt, but the proof of the pudding lies in the playing — will the gameplay measure up? The version we saw at the CD32 launch was little more than an interactive demo — the game's come on a long way even in this short time. Our buddies from our sister magazine SEGA FORCE say the Mega CD version's great, and as the Amiga CD32 piddles all over Sega's sad machine, there's no reason why our version shouldn't be better.

20

amiga
FORCE

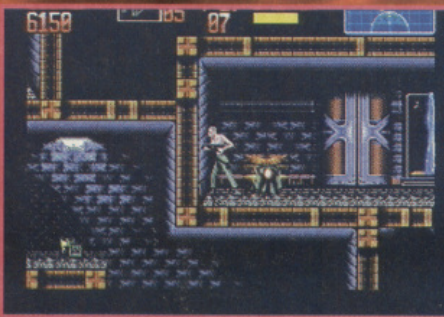
■ OCTOBER 1993 ■

Ind er!

your chance! *Micro Machines* is an overhead-view racer, with four vehicles zooming round wacky scrolling courses. There's a choice of eight different vehicles to race, including cars, dune buggies, helicopters and tanks — the latter enabling you to fire at your racing rivals!

What really sets the game apart from other racers, though, is the strange courses. For example, you can race around the kitchen table, dodging the breakfast waffles and cereal bowls; or down a chalk track drawn on your dad's workbench, manoeuvring past nuts and bolts; or push buggies round the sandpit, jumping over ramps to clear water puddles. Out of the eight course types — one for each vehicle — our favourite has to be the classroom, with rulers acting as narrow bridges between the school desks and ring binders for ramps.

Win three races in a row and you enter the Ruff Trux bonus race to try and beat the time limit for an extra life. There's also a two-player Battle game where you try and scroll your opponent off the screen enough times to win.



How's it going?

■ **DEVELOPERS:** ARC DEVELOPMENTS
■ **PLAYERS:** 1
■ **% COMPLETED:** 80%
■ **RELEASE:** NOVEMBER
■ **Apart from the obviously improved graphics it's a straight conversion of the enjoyable NES game, so its playability should be assured. One criticism of that version was the rather sparse layout of the platform levels, but the subgames add plenty of variety. And remember, as Bart said in a recent episode, 'I would never lend my name to inferior merchandise!'**

THE SIMPSONS: BART VS THE WORLD

■ Virgin

Aye Carumba! It's that spiky-haired role model for millions of youngsters, back again in another wacky arcade adventure. If you're a bit sick of Bart only being available on Sky TV — it's the only thing worth watching, except now it's been scrambled as part of the Multichannels deal — don't have a cow, man. All your favourite cartoon characters are here, including the despicable power-plant owner, Mr Burns. Acting seemingly out of character, he sends The Simpsons on a world cruise — but only because he wants to wipe them off the face of the earth!

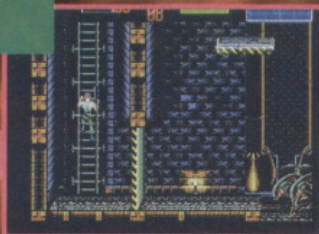
Burn baby burn

The evil Mr Burns enlists the help of relatives in various regions, including Rameses Burns in the Egyptian pyramids, Eric von Burns of Hollywood, Fu Manchu Burns in China, and The Abominable Snow Burns who roams the North Pole.

In each area of the world, Bart explores scrolling platform levels and plays various subgames including sliding puzzles, card games, slot machines and even Simpsons trivia! By picking



up Krusty The Clown collectables along the way and special items like the Bartman mask which enable him to fly, Bart can save his family (are they really worth all the effort?).



ALIEN 3

■ Virgin

Originally to be released by Acclaim earlier in the year, this tense film licence has been incubating for a long time and will finally hatch from your local retailer's stomach in November.

Just in case you haven't seen the movie (or can't remember it by now!), here's a resumé... The Queen Alien and her offspring have taken over the prison colony, Fiorino 161 (also known as Fury) and turned it into a breeding ground. Why, those prisoners' stomachs make great incubators for Alien eggs — especially as the unfortunate villains are chained to the walls and can't escape! So once again it's up to skinheaded Ripley to save the prisoners and exterminate the toothsome nasties once and for all.

Blasted aliens

The major difference between the film and game is the weapons. In the movie Ripley was unarmed — in the game she has four spectacular weapons taken from the first two films in a spot of artistic licence by programmers Probe. A Pulse Rifle sends out a spray of armour-piercing bullets, a Flame Thrower quickly burns those Aliens to death, hand grenades can be thrown (especially useful for killing Aliens below), and a Grenade Launcher come in useful for blasting open steel doors.

Each multiway scrolling level is infested with Aliens who creep intelligently around the corridors to leap out at Ripley. Somehow, she has to find all the prisoners before those incubated eggs hatch (ie within a tight time limit). As well as jumping onto moving platforms and lifts, Ripley can crawl along narrow air ducts, always keeping an eye on her mini radar for nearby Aliens. Virgin say the game has been extensively rewritten since its Acclaim days, so the 'reviews' that appeared in other mags at the time are now redundant!

How's it going?

■ **DEVELOPERS:** PROBE
■ **PLAYERS:** 1
■ **% COMPLETED:** 80%
■ **RELEASE:** NOVEMBER
■ **So far, so good. We remember the very early demos with ropery scrolling and a ridiculously high difficulty level. The combination of platform and blasting action now seems so much more playable and there's no reason to suppose it won't turn out as well as the impressive console (spit!) versions. If it does, *Alien 3* could well be a surprise yuletide hit — especially if it pops out of your stomach during Christmas dinner!**

Previews!

DETROIT

■ Impressions



Do you see yourself as a budding Henry Ford? Can you dream up quotable epigrams like, 'you can have any colour you like, as long as it's black'? Could you produce the most unsuccessful car in history (the Edsel) and still be worth a fortune? You can? Don't bother with this then — do it for real and make loads of dough. For the less talented among us, however...

Detroit is described as the 'ultimate automobile simulation', allowing you to build the car of your dreams. Guide your company through the years 1908–2008, designing and building cars, sorting out strikes, nobbling your competitors and generally being a capitalist basket. At the time of writing, modem play with up to three human or computer opponents seems likely.

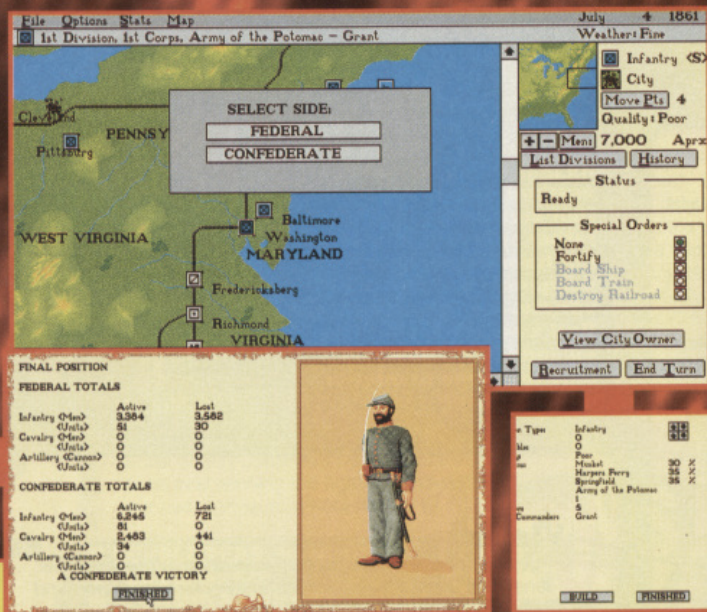


How's it going?

■ **DEVELOPERS:** IN-HOUSE
 ■ **PLAYERS:** 1–4 (MODEM)
 ■ **% COMPLETED:** 50%
 ■ **RELEASE:** NOVEMBER
 ■ We've only seen the press releases and a few screenshots so far, but it looks like a real corker — *Railroad Tycoon* on the road! If it's half as good as *MicroProse's* gem, it'll be a well worthy outing; but we'll have to wait till November to find out.

How's it going?

■ **DEVELOPERS:** IN-HOUSE
 ■ **PLAYERS:** 1
 ■ **% COMPLETED:** 60%
 ■ **RELEASE:** NOVEMBER
 ■ Judging by the PC screens we've seen so far, it looks frighteningly similar to *Cohort II*, which wasn't well received at all. Hopefully *Impressions* will clear up a few of the earlier game's idiosyncrasies and create a strategy sim that can genuinely claim to be a wargame of the Nineties.



THE BLUE AND THE GRAY

■ Impressions

Another *Impressions Micro Miniatures™* wargame featuring lots of animated soldiers, this time covering the events of the American civil war. The conflict began when eleven states in the Southern end of America broke away from the United States, declaring themselves independent and dropping the Stars and Stripes in favour of the General Lee, a blue star-encrusted diagonal cross on a flame-red background. The first shots were fired in 1861 when Confederate troops attacked Fort Sumter (South Carolina), which the occupying Unionist army had refused to vacate after the split.

The Union (North) were led by General Grant, and characterised by their blue uniforms. The Confederacy (South) wore gray [American spelling] and fought under General Robert E Lee. After a long and protracted conflict the North emerged victorious — General Lee surrendered at Appotomatox Court House in April, 1865. By June the victory was complete.

GLOBAL DOMINATION

■ Impressions

Has anyone out there played *Risk*? No, I'll rephrase that — is there anyone out there who HASN'T played *Risk*? Just as I thought! For the two people sitting in a cave in an obscure part of Worcestershire, *Risk* is a classic wargame, unusual in that it doesn't use the traditional hex-and-cardboard approach. It was converted to the Amiga by Virgin a few years back, but is now long-deleted.

Global Domination, according to *Impressions*, 'takes off where *Risk* ends'. The first major difference is (of course) the computer opponents, based on a variety of historical conquerors. You can play against human players too, and modem play is catered for.

Unlike *Risk*, a variety of military hardware is on offer — artillery, infantry, aircraft, armoured vehicles... you name it, they're including it. You don't get reinforcements automatically depending on territories conquered either. The greater land area you command the more resources are available to you, but it's up to you to manage and allocate them.

How's it going?

■ **DEVELOPERS:** IN-HOUSE
 ■ **PLAYERS:** 1–4
 ■ **% COMPLETED:** 50%
 ■ **RELEASE:** NOVEMBER
 ■ Whether *Global Domination* succeeds in dragging *Risk* kicking and screaming into the Nineties remains to be seen, but the signs are good. Look out for a full A-FORCE review — eventually.



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Eat a pineapple

Write the alphabet backwards

Order an empty skip and leave it outside your house for a week
Meet an old friend you haven't seen for years

Make a record

Dance the dance electric

Plant a tree

Learn a second language

Every day at the same time stop and think about something wonderful
Go and see Ryan Giggs

Get your nipple pierced

Read a page from a book by Charles Dickens

Play football in the street

Give £100 to a down and out

Put your change into a bottle for a year and give it to charity
Make a statement

Visit Great Ormond Street Hospital

Go to the market and spend 10p
Learn something new every day

Throw away your watch

Laugh

Make everyone at work a cup of tea
Take a picture of your back

Go for a day without speaking

Write to Mother Teresa

Turn your radio up full blast

Say a prayer every night

Teach a child to read

Have a day without TV

Buy a book on Jeff Koons

Stare at the clouds for a full ten minutes

Buy Marvin Gaye's 'What's going on'

Hug someone of the same sex

Tell someone a secret

Tell someone a secret

Tell someone a secret

Begin something you've always wanted to begin

Talk to a child about the future

Think purple

Wallpaper the inside of your car

Go on holiday and don't take any luggage

Take a friend to the zoo

Take a friend to the zoo

Take a friend to the zoo

Take a friend to the zoo

Take a friend to the zoo

Phone someone you love

Phone someone you love

Give up your seat on the tube every day

Take a bath in milk

Climb a tree

Watch 'It's a wonderful life'

Get on a bus you never got on before

Drink a glass of water

Clean your ears

Dream for the day

Visit New York

Listen to Jazzie B's next show

Get up an hour earlier tomorrow

Do 100 press-ups

Eat something you've never tried before

Ride a Merry-go-round

Say hello to a policeman

Spend an hour in a place of worship

Send someone a telegram

Put your sofa in the kitchen

Go to a museum

Make a cake

Get on a bus you've never been on before

Dance in the front garden

Shave your head

Feed the birds

Visit an art gallery

Write a poem

Feed someone else's meter

Carry a flower all day

Paint your toe-nails

Take your granny to the movies

Stop saying no for a whole week

Put on a dress

Write to your MP

Make a wish

Go home a different way every night for a week

Learn to listen more

Sing a song at the top of your voice

Help a stranger with their shopping

Write a fairy-tale

Take a friend to the zoo

Croon to your partner under a full moon

Do a jigsaw puzzle

Get your hair cut

Dance in the rain

Fast for a day

Buy a hat

Use a fountain pen

Walk home today

Feed the dog

Invite your neighbour to tea

Give your favourite possession away

Memorise a Woody Allen joke

Tell the truth for a day

Scream

Put the kettle on

Take up knitting

Listen to Rodigan's next show, in the park

Spend an afternoon speculating on how to make a million

Forgive someone

Do one thing to make the world a better place to live

TUNE TO 100FM,
CLOSE YOUR EYES,
STICK A PIN IN THIS
PAGE AND DO IT.

Run up a downward escalator

Say yes for a day

Put your name on a star

Stop someone getting AIDS

Learn to fly

Do a cartwheel

Tell someone your dreams

Walk on the grass

Make a million pounds

Talk about God with a friend

Wink at someone ugly

Buy the next record you hear on Kiss

Buy your boss a present

Tell someone you appreciate what they do

Buy a friend your favourite book

Tune into Caesar tomorrow morning at 4am

Photocopy this ad and get someone else to do it

Only boil as much water as you need

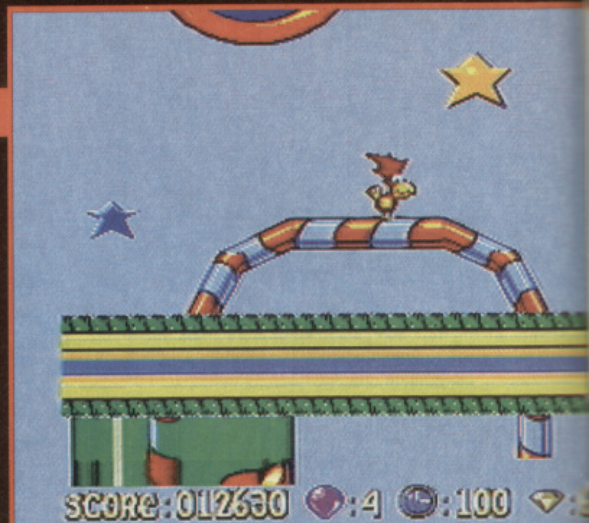
Learn a new word every day

Kiss
100fm

Playtest!



■ (Right) Clucky Alfred jumps up the screen to escape a massive rising chainsaw! (Below) If Alfred grabs all the presents while floating towards the level end he gets an extra life.



ALFRED CH

■ **Mindscape,**
£25.99

Amiga conversions of console games are not uncommon nowadays, but ones from the Nintendo Gameboy certainly are! *Alfred Chicken* was a huge hit on the monochrome handheld, due to its enjoyable platform action and one of the cutest main characters around. Alfred's a spring chicken who can really spring, leaping many times his own height to reach ledges and jump over hazards.

His aim is to collect all the stars on each multiway scrolling level — only then is the exit opened. A star is revealed when Alfred pecks a

balloon: this also acts as a restart point, so he's sent back here when he dies. And with the vast number of hazards around, this isn't uncommon. A variety of lethal-to-touch nasties patrol the platforms, including clockwork mice and spiky-shelled snails. These can be tackled in two ways. If Alfred has collected some strawberry jam, he can spit the seeds at the baddies! Other weapons can also be found, including a magic feather which circles the little clucker.

Alfred's usual attack method, though, is his dive-bomb. Jumping up and pulling down on the joystick sends the plucky chicken into a fast head-first dive to peck creatures to death on impact. This can also be used to smash a column of blocks.

Other hazards are indestructible and must be

carefully avoided. Sleeping bombs wake up when Alfred goes near them, and soon explode in five directions. Spinning mines float round in a fixed pattern, usually in Alfred's path — so good timing is essential to get past.

Talking to plants

Littering each level are special doors, only revealed by pecking switches or headbutting invisible blocks. Doors usually lead to other parts of the huge levels, but special ones take Alfred to see Mr Pickles, the friendly flower who gives him useful objects and weapons.

In the nature of platform games there's plenty of hidden bonuses and features scattered around the levels too. For example,

Playtest!

1st impressions!

At first the single-colour backgrounds give the game a dated appearance. Then again, this is infinitely preferable to the confusing parallax seen in, say, *A1200 Zool*. This would have been a problem when trying to dodge tiny fragments of shrapnel from bombs etc. Anyway, as in the original Gameboy version, the samey backgrounds make navigation around the huge levels that much trickier. On later levels, however, the detailed scenery is very attractive, particularly the large glass pop bottles with straws sticking out. Alfred himself is a real star, flapping his wings in a vain attempt to fly, eyes bulging as he spins into a dive-bomb — not to mention his amusingly realistic pecking action. Even his death sequence is hilarious as feathers fly everywhere before he hatches again from a new egg.

Playwise this is classic platform action with plenty to see and do. A plethora of hidden rooms and bonuses make exploring more interesting. And every level has its own special features, including that chainsaw chasing you up the screen as you frantically flick switches to reveal the next set of upward platforms. The balloon restart points ensure it doesn't get frustrating and if you collect all the bonus lives you should have plenty to tackle the much trickier later stages. Incredibly addictive, *Alfred Chicken* proves the platform genre can still provide a lot of fun.

amiga FORCE Playtest!

DEVELOPERS: IN-HOUSE
DISKS: 2
PLAYERS: 1
% COMPLETED: 90%
RELEASE: LATE OCTOBER

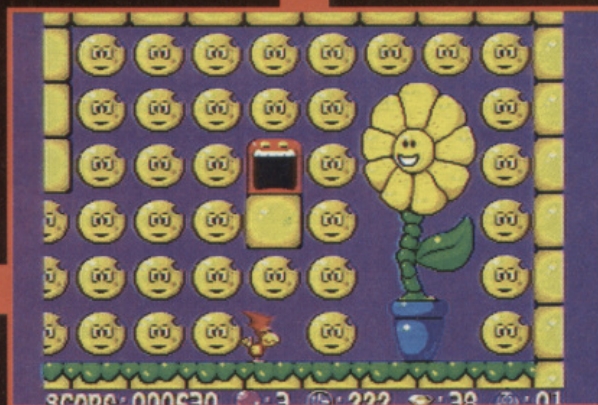


THE PROS

- Very amusing animation of Alfred, especially when he dive-bombs.
- Loads of secret rooms and bonuses to keep you looking.
- Huge levels packed with features to make exploring fun.
- Extra subgames include a collect 'em-up and shootout with evil chickens!

THE CONS

- Backgrounds can look a bit dull, though it's easier to see the action.



■ (Right) Alfreds flower friend Mr Pickles gives him a load of goodies in a secret room. (Below) Alfred jumps up and launches into a super dive-bomb to smash blocks. One mention of Paxo and watch that chicken go!



CHICKEN

at one point Alfred must jump into the middle of some (nonexistent) spikes to find an unseen passage to a secret door! Very cruel, but half the fun in a game like this is in looking for secret features. One of the most powerful in *Alfred* is the (well-hidden) warp room which offers a choice of higher levels to transport to.

Otherwise, completing the level is achieved by pecking the string on the last balloon, which lifts Alfred into a bonus vertically scrolling collect-'em-up. If all the items here are collected (very tricky), Alfred receives an extra life when the exit scrolls into view. A life is also awarded for finding all Mr Pickles's watering cans. At the end of certain levels, Alfred even climbs into a spaceship to fight the evil Meka Chickens in a shoot-'em-up!

Play chicken

There are eleven huge levels in all, incorporating six different scenery styles, each with their own hazards and features. For instance, on the Pop levels Alfred must quickly make his way up the scrolling screen to escape a rapidly rising chainsaw!

Due for an October release, *Alfred Chicken* is currently undergoing debugging and playtesting. All eleven levels are playable, though some special features aren't yet working correctly, eg the arrows on the blocks which Alfred pecks to move remote-control bombs. A jolly soundtrack has also yet to be added, but the platform playability is already obvious to see. Hopefully the game will be completely finished for a full review in the next AMIGA FORCE.

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Reviews!

■ **Virgin, £25.99**

Everybody has heroes, and it so happens that Mick and Mack's are ecologically friendly comic-book stars, known as the Global Gladiators. Some say these are exactly the right sort of role models for the young, so inevitably Mick and Mack set off to rid the world of all pollution and polluters.

Unfortunately all this was just a harmless fantasy until the world-famous clown Ronald McDonald entered their lives and opened their eyes to a whole new clean world with verdant pastures and unharmed forests.

The game can be played with either Mick or Mack, starting on the seriously polluted Slimeworld. Armed with an anti-pollution squirt gun, you fight off all manner of slimy nasties while jumping round multiway scrolling scenery. As if that wasn't enough, you have limited energy and time to complete each death-defying mission.

There are certainly plenty of energy-draining nasties to blast with your trusty squirt gun, including slime spitters, jumping fish, slime birds, polar bears and maniac squirrels which throw logs.

Underneath the arches

The idea on each level is to collect as many of those familiar McDonalds arches as possible — you have to retrieve at least 35 before your time runs out. When you have enough, find Ronald McDonald and he'll wave a flag at you, taking you to the next level.

To help you on your travels, you can pick up or use various useful icons, including a clock that gives you more time, extra lives, hearts which replenish energy, arrows that mark a restart position after you die. In addition, springs give you a little extra lift for those tricky high cliffs.

Collect a vast amount of arches within the time limit and you enter a bonus game where you recycle bottles, Coca Cola cans and newspapers. This is done by catching them as they fall and putting them in their respective bins, while watching out for falling anvils.

My main problem with the game was the erratic scrolling that seemed to jerk around a bit — this takes a bit of getting used to. Apart from that, it's great fun to play and certainly shows that platformers don't have to be boring. Graphically it's colourful and bubbly with great detail and animation. The 'sound test' option is another cool feature, enabling you to listen to the game's long list of tunes and wacky FX.

Global Gladiators restores my faith in platform games. It's very playable, though the lack of any continues may put a few people off.

Shows that platformers don't have to be boring

■ (Above) Mack drives thru another scrolling level full of all sorts of nasties, except for McDonalds gherkins, of course.

Rob!

■ (Above) Mack stands next to a levitation pad — if he jumps on it he's catapulted high into the air to reach those arches in the sky.

Rich pickings!

■ If you see seemingly unreachable arches in the air, there are undoubtedly invisible platforms enabling you to get to them. ■



Phil!

■ Acclaim's enjoyable Mega Drive romp has been converted to the Amiga in great style. The way that pus-like substance oozes from your guy's gun is particularly impressive — it's just like the stuff they squirt on your burgers! Joking aside, the idea of a McDonalds-sponsored 'ecologically friendly' game may distress some, but it can't detract from a conversion that's generally well-implemented. Apart from the often-sudden scrolling, the psychedelic world of colourful backdrops and well-drawn enemies is very attractive. Most impressive is the varied soundtrack: several good tunes accompanied by neat sampled FX. Gameplay is identical to the console version, ie okay as platformers go, but the endless blasting gets a bit samey after a while.

amiga

FORCE Rating!

■ **DEVELOPERS: JOHN TWIDDY**

■ **DISKS:** 2

■ **PLAYERS:** 1

■ **GENRE: PLATFORM**

■ **1200 COMPAT: YES**

■ **HD INSTALL: NO**

■ **A slick conversion of the playable console platform hit.**

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OCTOBER 1993

amiga

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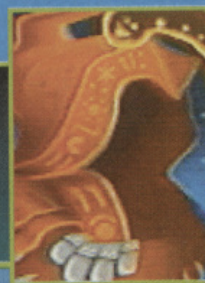
Reviews!

CD!

F'Targs:
Have plenty of stamina and the ability to recover quickly from falls and fights.



Habbish:
Mysterious blokes wearing cloaks. Highly intelligent, they easily get bored. Their speciality is in teleportation.



Grablins:
Funny little dwarf-like geezers who are fast diggers but not very aggressive.



DIGGERS

■ **Millennium,**
£29.99

At first sight it may resemble a souped-up *Boulderdash*, but *Diggers* is actually a strategic arcade game in the vein of *Lemmings* and *Humans*. However, here the aim is not simply to survive — it's a race to accumulate a quota of wealth before your computer rival. This is achieved by finding various jewels hidden in the vast area of dirt below your mining HQ — it's impossible to know where they are as their locations are randomised every time you play.

Flicking between miners is achieved by pressing the control pad's green button. Hitting the blue button results in a row of icons, selected by pressing red. Most important of these are movement and digging. Both bring up a submenu of arrows indicating which way to walk/dig. Digging can be done across, down, or in any diagonal direction.

Jewel in the ground

Occasionally one of your miners reveals a jewel — he can collect quite a few before having to teleport to the surface and sell his booty on the stock exchange, located in the HQ. Here three merchants each trade in only one type of jewel. The prices they offer (and which jewels they want) varies with time, so it's often better to wait.

Also in the HQ is the shop where mining equipment can be purchased, including tunnelling machines which rip through the earth much faster than miners. Other items include a first-aid kit for miners with low energy — lost when falling a long way or fighting rival diggers (automatically on meeting them). This aspect offers a completely different tactic: sabotage! Dirty tricks include blowing rivals up with dynamite (found or bought) or even releasing a flood of water!

There are plenty of 'natural' hazards to watch out for too, including a variety of dinosaurs (which can be led into your opponent's mine!),

floating ghouls, triffid plants and man-eating mushrooms. You need to keep an eye on all your miners because they soon get bored and start doing their own thing. A yellow light helpfully flashes above their number in the status panel when this happens — when in danger it blinks grey.

Can you dig it?

If it all sounds complex, I've hardly scratched the surface (ho ho) so far. Before you even start digging, you select from four mining races and choose a digging zone (adjacent to those already one) from the 34 on the scrolling map.

Completing even an easy zone usually takes at least half an hour, so the ability to save your position to the CD32's battery-powered memory is essential. After finishing a level you get a map 'post mortem': the ability to scroll round the truly massive level freely while listening to mellow CD music. In all there are five CD music tracks, including some weird swirling synth sounds that enhance the main game atmosphere no end. Other than this, the CD is used to store over 15Mb of game data — imagine the number of floppies that'd take!

The one thing missing, perhaps, is the use of *Dragon's Lair*-style CD-accessing animations, as used in many a Mega CD game. However, a game like *Diggers* doesn't need such gimmicks to impress. In a way you could say it wasn't really suited to the CD32, the game style not enabling the full use of the machine's potential, especially graphically. However, it's the gameplay that counts and I found it strangely compelling. The almost unlimited range of tactics offers an unusual sense of freedom for a computer game, and great fun can be had trying out new mining methods and equipment like trains and lifts. If there is a weakness, it's that this freedom means you don't really have to use all the game's features to succeed. But you need to experiment to get the best out of it.

Offers an unusual sense of freedom for a computer game

Phil!

TERRAIN

Grassland: Flat savannah with rivers breaking up swathes of grass. Underground there are rivers and caverns as well as fossilised remains.



Forest: Mainly flat with undulating rivers and small lakes. There are many giant trees whose huge roots go deep beneath the surface, entangling in places to form an impenetrable barrier.



Desert: Huge rock formations and brightly coloured crystal structures are buried by the sand. Though very dry at the surface, there are lakes underground.



Ice: In these freezing levels there are many icebergs, causing a danger of flooding.



Island: An archipelago of islands linked deep below the water in a subaqua mountain range.



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amiga
FORCE

■ OCTOBER 1993 ■

Quarriors: Fairly slow diggers, these green guys are very strong, patient and aggressive.



MINING RACES



Reviews! Rich pickings!



RS

HAZARDS



Sand Worms: Large shy creatures which live deep underground.



Woolly Mammals: The petrified remains of these large creatures can be found in icy levels.

Eggus Horribilis: Even worse than the Queen's 'annus'. A weird alien egg whose contents absorb themselves into your miner, turning him into an alien!



Stegosaurus: Normally docile this huge dinosaur will charge if provoked. It easily crushes victims in narrow tunnels.



Velociraptor: Anyone who's seen Jurassic Park will know all about these ferocious dinosaurs. If you see one, run like hell!



Fungus Kaleidoscopus: Looks much like the other harmless mushrooms on the surface, but can eat miners whole!



Triffidus Carnivorus: Lives in the forest, blending in with the foliage. Has a voracious appetite, especially for miners!

■ (Below) The full map of all the playing zones. The icons represent the type of terrain. You can only attempt zones adjacent to those already completed.



Mountains: Jagged peaks and unstable rock faces mean few places for digging. However, underground there are large caves and water sources.



Rocky Ground: Resembles the Grand Canyon with overhangs, cliffs and large areas of underground rock. Deep below are water-filled caverns and interlinked caves and passages, some populated by ghouls.



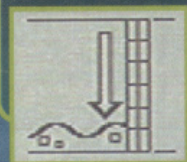
Reviews!

Rich pickings!

EQUIPMENT

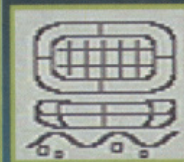
Flood Gate:

Useful for blocking off your mine from intruders, as well as gushing water.



Inflatable Boat:

Climb in it to traverse otherwise fatal lakes and rivers.



Explosives: Drop them, light them and run away as fast as possible!



Lift: Useful for lifting your diggers back up long mine shafts.



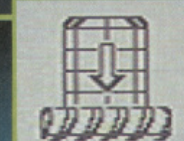
TNT Map:

Enables you to see a map of the whole level.

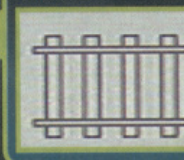


Vertical Digger:

Also known as the corkscrew, this mechanical monster can dig long shafts very quickly.



Track: Needed for trains to run on. You buy five sections at a time.



■ (Above) You may come across some big caverns, usually containing valuable purple jewels.

Train: Well, it looks more like a coal wagon, and can ferry loads of jewels back and forth.



Small Tunneller:

This little dirt devil can rip through the earth faster than any miner.



Large Tunneller:

A massive contraption which cuts great swathes of tunnels in no time at all.



■ Don't spend too much money on equipment, especially on early levels where you don't need a lot — remember, you're meant to be amassing wealth. ■

Telepole: Stick one of these underground, so you can teleport back there after returning to the surface.



■ This is definitely one of those games that takes a lot of fussing around before you can get results. Working out some of the controls is a bit confusing at first, with the selection of icons and menus you have to plough through. As far as the graphics go, the CD version is exceptional, with plenty of detail, colour and good animation to help hold your interest in the very playable action. Although, as Phil said, this game isn't ideally suited to the CD format, it still helps knowing you won't have to go through a succession of floppies every time you play. ■

Rob!



■ (Above) Buy equipment in the shop. (Below) Sell your jewels to the three traders in the stock market. Their offer prices vary with time.



amiga FORCE Rating!

■ DEVELOPERS: IN-HOUSE
■ GAME DATA: 15 MEGABYTES
■ CD SOUND: 25 MINUTES
■ PLAYERS: 1
■ GENRE: ARCADE STRATEGY



■ Doesn't use the full potential of CD, but it's still a great game.

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AFC

Reviews!

Rich
pickings!

CD!

PINBALL

BOOK YOUR TABLE

As in the Amiga game, you get the choice of four themed tables...

Stones 'N' Bones: The most atmospheric table is accompanied by some really spooky music. Though it seems very low-scoring at first, the availability of (albeit hard-to-get) multimillion bonuses can lead to whopping scores.

■ On 'Speed Devils', don't waste your time lighting the PIT letters — instead concentrate on the BURNIN' targets at the lower end of the table. ■

Tip time!



■ As you can see, the CD version using the AGA chipset for more colourful tables. It's enough to make you flip out, man!

“One of the most addictive games ever created”

■ **21st Century Entertainment, £29.99**

Pinball fans should flip out over this one. With four fantastic tables packed with features, accompanied by brilliant tunes and FX, the original Amiga version of *Pinball Fantasies* was highly recommended in AMIGA FORCE Issue 2. Of course, then we didn't give

games ratings (for some long-forgotten reason), but rest assured it would have got a Rave award if we'd had them then.

Now this immensely addictive game is one of the very first CD32 titles to appear. As well as almost instant loading, the first thing to impress is some gorgeous CD music on the table-select screen — a techno-style piece with some

wonderfully warm synth sounds, it's a joy to listen to.

Sounds familiar

It's all the more disappointing then, that the in-game music doesn't come straight off the CD — it's exactly the same as in the original. Don't get me wrong, it really is Amiga sound at its very best, but there's no apparent reason why it couldn't have been remixed and recorded on CD for extra stereo quality. Graphically, the tables benefit from 256 colours,

FANTASIES

Reviews!

amiga
FORCE
Review!



Partyland: A weird circus-style table, this is probably the easiest for novices, with plenty of large bonuses available by knocking the ball down various chutes. The main aim is to light the PARTY letters by performing several different feats with the ball.

Speed Devils: One of the hardest tables to get to grips with, mainly due to the tendency for the ball to easily go down the side chutes. However, good play leads to improvements to your car, a higher race ranking, and the possibility of a massive score.

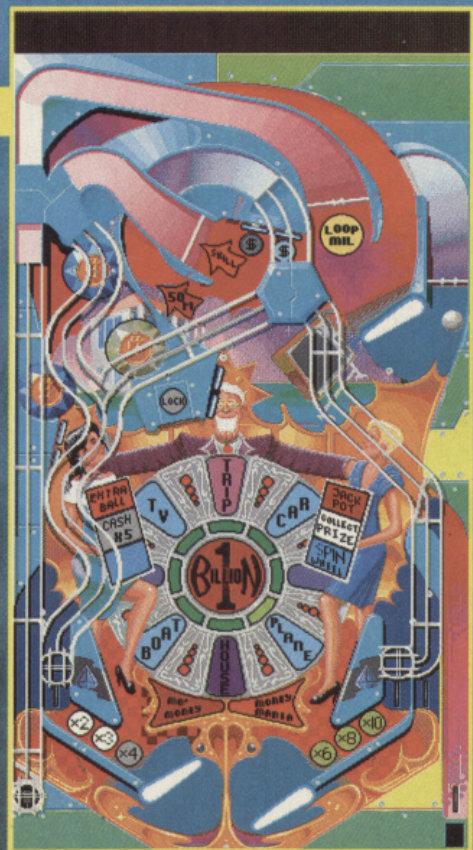
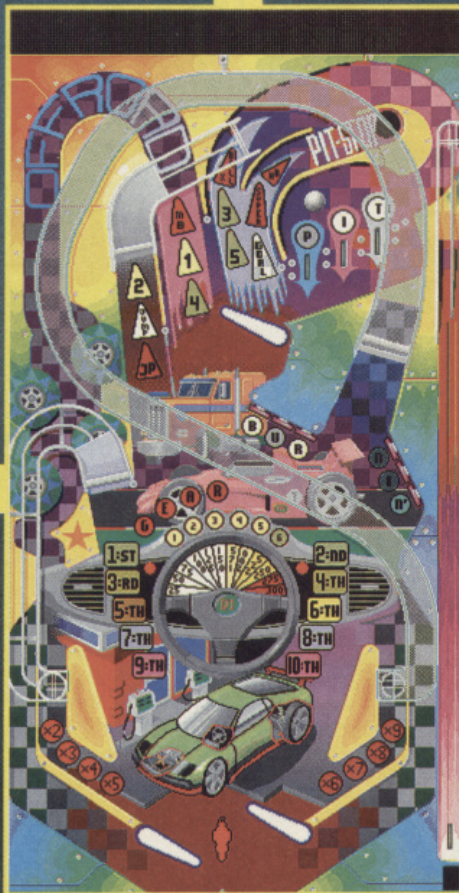
making them even more colourful and attractive than before. Most importantly, gameplay is identical — this has to be one of the most addictive games ever created. I played the Amiga version night after night for months on end, discovering new bonuses and features all the time until I eventually amassed 100 million-plus scores on every table. Though hardly the sort of game to use the CD format's potential to the full, *Pinball Fantasies* is still as playable as ever: an essential purchase.

Phil!

Billion Dollar Gameshow: In this TV gameshow you can win fantastic prizes and loadsa money (turned into points at the end). The difficulty lies with the fact that three prizes must be lit before collecting them, and when you lose a ball, they become unlit again. You need to keep each ball alive long enough to do well.

Rob!

Wow! just look at that ball go: all the fun and action of the pinball arcades without the hassle of having to stop and get change for a 20 quid note. *Pinball Fantasies* is a cool realistic pinball sim with a varied selection of tables to fire the realistically-moving ball around. After you've got used to the slightly awkward controls, you'll be away in a definite pinball fantasy. The backgrounds are wonderfully colourful and the four tables include a spooky old castle on *Stones 'N' Bones*, and the tacky colourful setting of the Gameshow. The music and sound FX are very bubbly and are especially effective on a good set of headphones, so you can get lost in the psychedelic never-world of *Pinball Fantasies*.



amiga
FORCE Rating!

DEVELOPERS: DIGITAL ILLUSIONS

GAME DATA: 4 MEGABYTES

CD SOUND: 10 MINUTES

PLAYERS: 1-8

GENRE: PINBALL!



Not many enhancements, but terrific gameplay makes for long addiction.

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OCTOBER 1993

amiga
FORCE

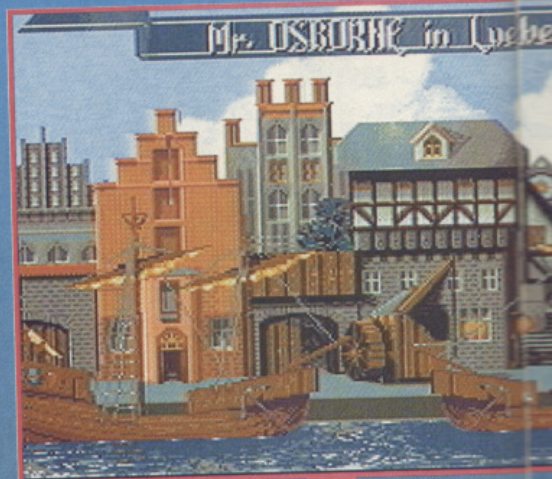
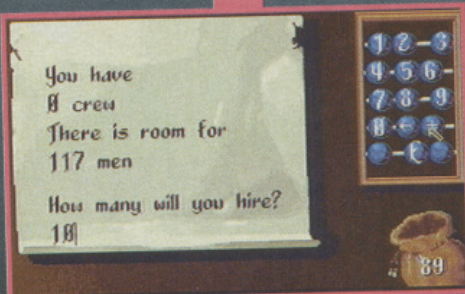
35

Reviews!

Rich pickings!



■ A 'point and click' interface is used throughout, even for entering figures when hiring crew. Cute abacus, eh?



THE PATRICIAN

■ **Silmarils/Daze,**
£32.99

Can you imagine what it would've been like in the Middle Ages if they had the Common Market? 'Item 32.987A, sale of Papal Indulgences (to forgive sins, flogged off by the church to raise money) — said document must conform to directive HS372B, bearing in mind addendum 38C (concise) by being written in letters conforming to the pronouncements of the Lexicography and Monastic Scribbles standing committee, and be sealed with Eurowax of a regulation consistency'... bureaucrats, directives, elections where hardly anyone votes — just like today really.

Surprisingly enough, according to the makers of *The Patrician* there was such a body, namely The Hanseatic League, a body that offered its members favourable trading conditions and protection for their ships, usually in the form of convoys. Starting out as a humble Hanseatic trader, you aim to build a vast fortune by sailing across Europe buying and selling, using the proceeds to further your political ambitions. Finish the game as Alderman of the League and you've won.

Unusually for a trading game (well, part trader anyway), the interface isn't a series of menus. Instead, click the pointer on an on-screen building and you enter. Once inside you utilise its various functions in the same manner, eg in your office you click on a large book to access the product menus, a smaller book for your current status, a map to set sail, etc. Even entering quantities of produce when buying and selling is

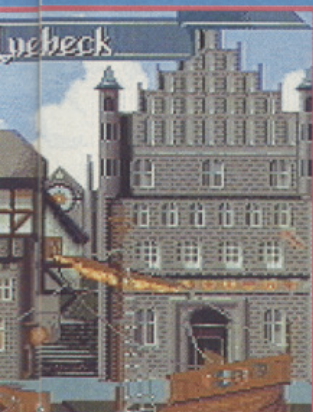
done by clicking on the relevant numbers on an on-screen abacus — apart from naming your ships, there's no need to touch the keyboard at all. This user interface soon becomes instinctive. Besides, the graphics are gorgeous, with wonderful attention to detail.

Trading places

As stated earlier, *The Patrician* isn't a pure trader. Perhaps this is just as well, as the trading section really isn't that difficult. As long as you keep your eye on the prices and make notes as you go, you quickly find two ports with vastly differing prices in two commodities. For example buy honey in Danzig, sell it in Nowgorod, splash out on a shipful of furs and take them back to Danzig. You can't do this forever as your activities (quite rightly) affect the local economies, which takes its toll on commodity prices. Even so, if you keep your eye on the market and look for something new when your profit margins deteriorate there's nothing stopping you amassing a sizable fortune with relative ease, especially if you're playing the 'quick game' option. Another (though far more legitimate) way of making money is to buy corn when it's plentiful (ie summer) and store it until winter, when stocks deplete and prices rise.

When you've built up your bank account, it's time to realise your political ambitions and go for a mayorship. The seas of 14th century Europe were infested with pirates, and quite a lot of goodwill (read 'votes') can be won by joining or even forming

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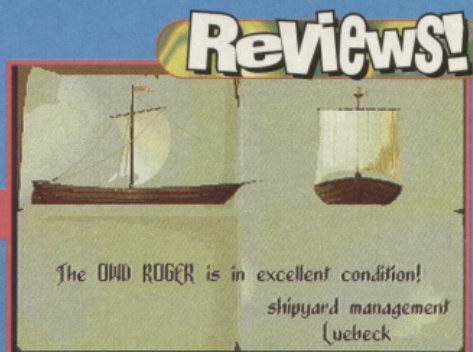
WE WON'T STAND A LOAN

Starting the (full) game with only 200 Thaler (the league's currency) and one ship to your name, you'll probably want to borrow some dosh before long. Unfortunately the Church controls the banks and money-lending is considered a sin, so it's off to the the loan-shark you go. Interest rates are high and its highly illegal, but if you're worried about your immortal soul you can splash out on a Papal Indulgence, sold by the Catholic Church for total forgiveness of sins for a limited period.

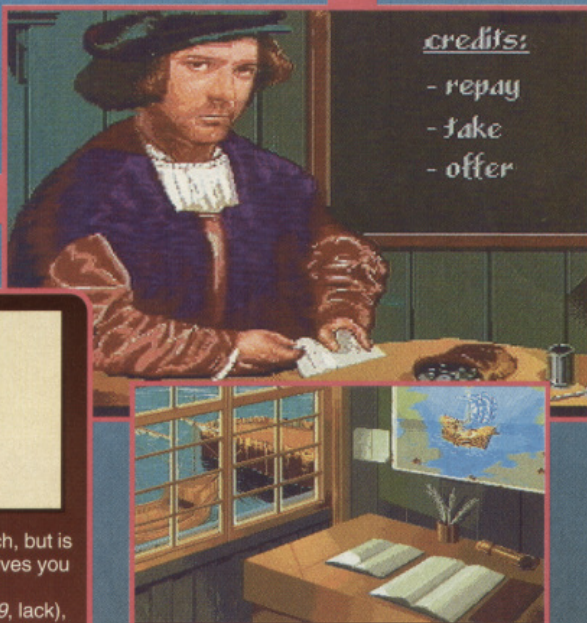


Read the historical notes for a few commodity clues.

■ Oscar Wilde was right, work is the bane of the drinking classes! The Amiga Force crew duely test this theory during their lunch hour...



■ Does that dubious individual remind you of anyone? I hope not — he's a loan-shark (nice ship though).



TRICIAN

convoys to protect merchant ships from attack. Throwing a feast for the townsfolk is a good way of making friends and influencing people, but make sure there's enough booze and grub — there's nothing more embarrassing and damaging to your street credibility than having your knees-up falling flat on its face. Get yourself a spouse too. Then as now, politicians carry no credibility unless they're married.

As well as the usual above-board methods of social advancement, there are also a few more nefarious paths to be trod. Try visiting the public baths and getting into the tub with a councillor, for example... no really — there was no household plumbing in those days, and bathing in groups was a major social convention! While splashing away with his nibs you can talk politics or even attempt to bribe him! Beware though — your sins might find you out later in life in the form of a blackmailing trader threatening to reveal all about what you got up to in the bath with the local councillor!

After 1869

As you've probably gathered by now, *The Patrician* is an extremely involved game — but is it any good? And, more specifically, is it better than Flair Software's *1869*, Issue 8's 83% blockbuster? I suppose it depends on what you're after...

In terms of map size alone *The Patrician's* Europe-centred gameplay isn't a patch on *1869*, which covers the entire globe. It has the advantage

of looking beyond the pure trader approach, but is this a good thing or a bad thing? Sure it gives you a purpose in building up imaginary wealth (something many traders, though not 1869, lack), but the two aspects of the game don't sit together as convincingly as they might.

Both games have large historical aspirations, but *The Patrician*'s seem a little flat — where *1669* used world history as both a backdrop and (where relevant) an active influence on the game's parameters, it lends little to *The Patrician* other than a theme. For example, my home town of Vichy was attacked by an army of over 1,200 (one of the disasters that can befall — watch out for fire and plague too), which was destroyed by the defending forces' first play, pouring boiling oil over the walls! Hardly realistic. Also the same graphics are used for every town, making the game look a little flat. The info scroll that erm, scrolls while you're at sea could move a little quicker too.

The sort of gamer this outing will appeal to, however, is the guy or gal who likes the occasional strategy sim but isn't really a fan of the genre — people who played *Elite* for months on their Speccy or BBC, but wouldn't even pick up *1869*. While *Flair's* game wins out on attention to detail and purely strategic simulation, *The Patrician* is more accessible, far prettier and much more 'arcadey' — it even has an action combat sequence, which you can switch off if it's not your thing. I reckon *Flair's* offering just pipped it because of its sheer depth, but this one has a lot to offer. It's one of the best designed strategy sims yet.



amiga

FORCE Rating!

■ **DEVELOPERS: ASCON GMBH**

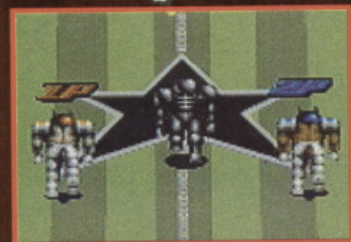
- **DISKS:** 3
- **PLAYERS:** 1-4
- **GENRE:** STRATEGY
- **1200 COMPAT:** YES
- **HD INSTALL:** YES



■ **An accessible and comprehensive sim.**

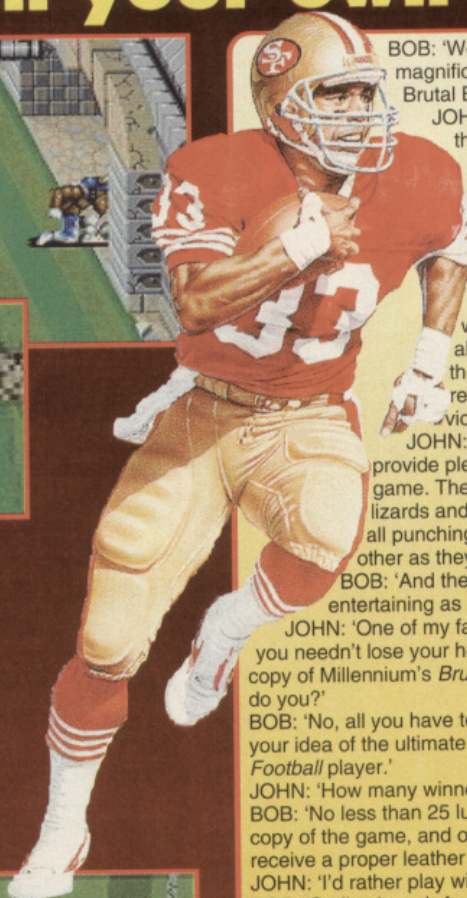
81

Competition!



GET BRUTAL!

And win your own American football



BOB: 'Well, John, it's a magnificent sight here at the Brutal Bowl.'

JOHN: 'Yeah. Just look at that massive crowd, and you don't get any of your soccer-style hooliganism here — well, not off the pitch, anyway.'

BOB: 'No, this is a real family occasion: what a charming sight, all those kids copying their folks in a chant requesting even more violence and blood!'

JOHN: 'Yeah, and the players provide plenty of that in this game. There's even rhinos, lizards and Vikings on the pitch, all punching and kicking each other as they try to score a goal.'

BOB: 'And there's nothing so entertaining as a good decapitation!'

JOHN: 'One of my favourite plays, Bob. But you needn't lose your head if you want to win a copy of Millennium's *Brutal Sports — Football*, do you?'

BOB: 'No, all you have to do is draw a picture of your idea of the ultimate *Brutal Sports — Football* player.'

JOHN: 'How many winners are there, Bob?'

BOB: 'No less than 25 lucky folks will win a copy of the game, and one of 'em will also receive a proper leather American football.'

JOHN: 'I'd rather play with a head, myself.'

BOB: 'So I've heard. Anyway, the rough, tough readers of *AMIGA FORCE* have to throw their pictures to **BRUTAL COMP, AMIGA FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW**, in time for us to catch them before 7 November.'

JOHN: 'Or we'll come round and impale them on a metal spike?'

BOB: 'Uhm, something like that. By the way, how *did* they sew your head back on?'

JOHN: 'They didn't, they just grafted some fat from my buttocks.'



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YO!JOE

■ HudsonSoft/ Playbyte, £25.99

Despite its utterly, utterly crap name, *Yo!Joe!* manages to offer a little more than its contemporaries. Joe's an agile sprite, capable of a visually unastounding but nevertheless functional leap and, should he be near enough to the lower edge of a platform, he can pull himself up *Prince of Persia*-style. Water, a deadly scenic element in so many other games, presents no problems for Joe — he's as happy to doggy-paddle as he is to run and jump, but while underwater he's unable to attack any passing assailants.

After every level, there's a bonus shoot-'em-up stage, where Joe can earn extra lives. Also, there are loads of power-ups to collect, some of which are essential for dispatching nasties in end-of-level (and even during-level) confrontations. These range from pipe sections and shuriken, to a fuel-hungry chainsaw and petrol bombs. The latter are great for large-scale destruction: lob one, and the ground area hit bursts into flames. It's not a particularly accomplished graphical effect, but there's something very satisfying about throwing explosives — perhaps that's why war's been such a popular pastime for so many years...

Looking cheap

So what's the sum effect of all this? *Joe!*'s polished — there's no denying that — and the programmers' attention to detail is equally praiseworthy. However, when I first sat down to play it, I was under the impression it was a budget game. *Joe!* looks flat. Its two-dimensional graphics are cartoony and colourful, but most of the backgrounds — and certainly the sprites — are bland in definition

and don't move that convincingly. I hardly expect every release to have digitised and wonderfully detailed graphics, and a new artistic style is nearly always welcome — but again, *Joe!* looks like a budget game.

Also, when there's too much on-screen at any one time, the game slows down and the scrolling jerks... The 'heard it before' soundtrack's not too memorable either.

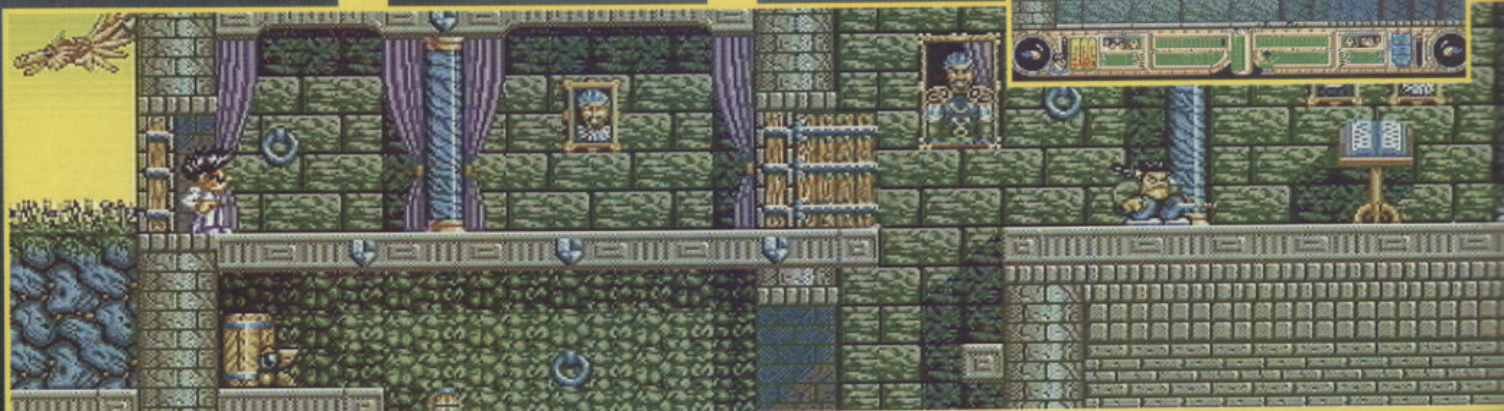
And yet, *Yo!Joe!*'s as playable as almost any Amiga release you

care to mention this year, and moderately challenging with it. It's not another *Flashback* — come to think of it, it doesn't even come close — but it's cheery and simplistic in the way the old C64 and Spectrum classics of yesteryear could be. You know, I like it...

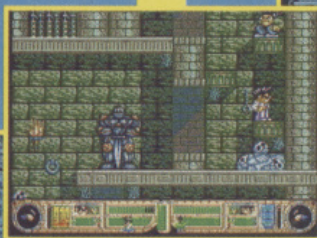
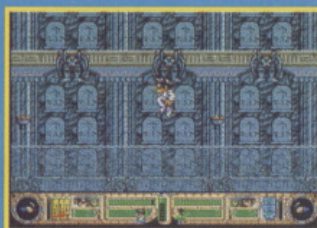
“There's something very satisfying about throwing explosives”

James!

■ (Below) Joe ventures along the first level, punching those blokes with pony tails and skeletons. Shown is only a tiny part of the extensive playing area which scrolls up/down as well as across. Graphics are pretty neat, even if Joe looks like Elvis at his Vegas shows!



Reviews!



Ian!

Yo!Joe! has some great features but baddies that take too many shots to kill make it a pig to play, and their lack of intelligence is very dated. Still, at least they don't resurrect too quickly...

amiga

FORCE Rating!

■ **DISKS:** 2

■ **PLAYERS:** 1-2

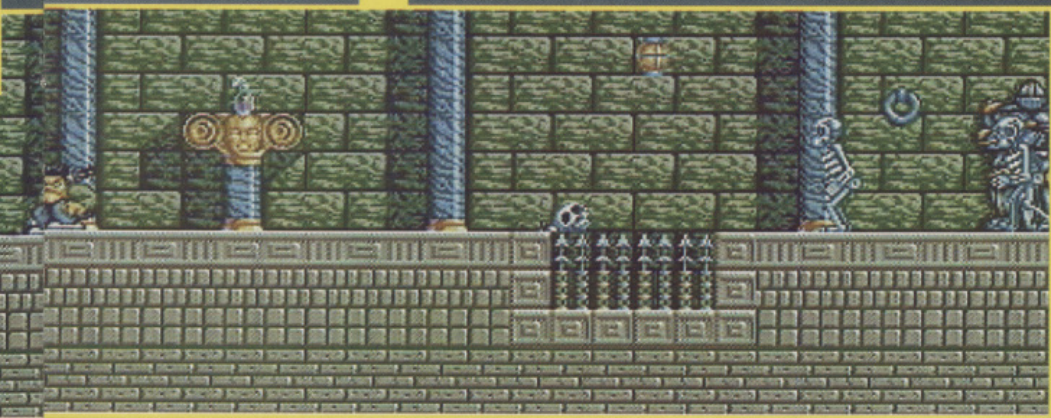
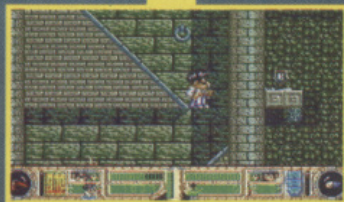
■ **GENRE: PLATFORM**

■ 1200 COMPAT: YES

■ **HD INSTALL: NO**



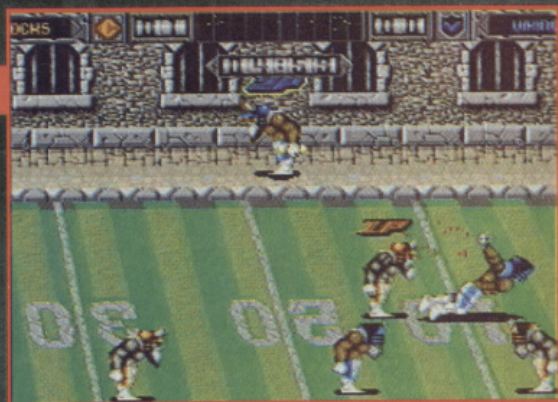
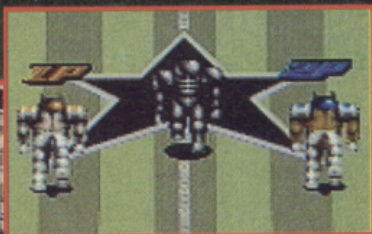
■ Keep the petrol bombs until you really need them — they're few and far between. ■



■ **Not the best platformer ever, but almost as slick as Joe's hair.**



Playtest!



BRUTAL SPORTS FOOTBALL

■ Millennium, £25.99

Speedball 2's reign as the most violent computer sport ever is about to come to an end... make way for *Brutal Sports — Football*, a game set to become the most bloodthirsty ball-basher ever.

Despite appearances the game isn't based on the rules of American Football, or any rules at all for that matter. Sure, you pass by throwing an oval NFL-style ball, but you're allowed any number of forward plays, and (DEFINITELY unlike Gridiron) the action doesn't stop until a goal's scored — it's a bit like 'proper' football played with hands, but without the throw-ins and corners (or something)...

The teams are pretty unusual too, consisting of lizards, Vikings, rhinos and other hard-assed fantasy creatures. After each match injured players (maybe even 'decapitated') are treated in the locker room, a sort of high-tech medical centre — comprehensive, but costly. When randomly placed power-ups include swords,

bombs and lightning bolts, injuries are pretty frequent! Fallen players remain on the pitch until the end of the game, an excellent touch, as is the way the losing side weeps bucketfuls of tears after the match — even a decapitated head carried by another player cries like Gazza!

Bloody fast

Coded by Teque (of *Shadowlands/Shadowlands* fame), the game is much bloodier and more brutal than the Mega Drive original — every kick and punch results in a spray of blood! It's also faster. Running at 17 frames per second (less than the MD, but you wouldn't notice — even at this early stage it's far from jerky) allows a much faster, more brutal atmosphere. In the very latest version the players actually run quicker than the scroll, but needless to say this will be corrected in the final copy.

Brutal Sports — Football hits the shelves around October, and (in the AF offices anyway) is easily the most eagerly awaited game currently nearing completion. Look out for a full review WHEN it's finished.



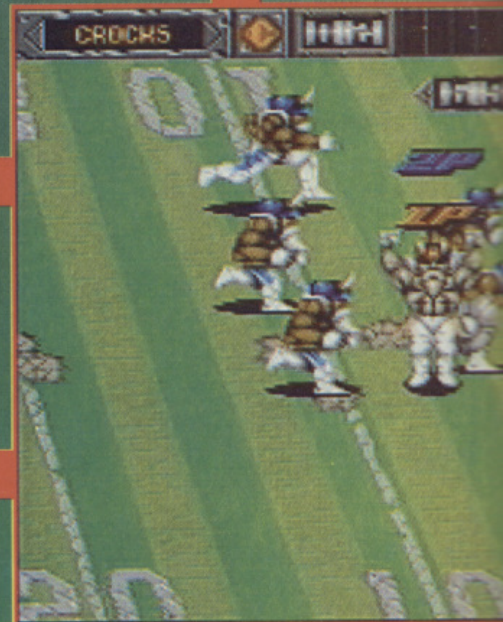
ROLE THE BALL

Brutal Sports — Football started out in life as an RPG hybrid called *Axequest*. Although Millennium and Teque both considered it a good game, it was felt the concept was a little too original for the player to identify with, so it was developed as a sports sim instead — *Beastball* was born! The powers-that-be were so pleased with the resulting game that they decided to launch a whole series of violent reappraisals of popular sports — the moniker changed again, giving a standard prefix to use for future sports sims.

Next on the list (and a very obvious choice for a Brutal Sport) is Ice Hockey, a game featuring so much mindless thuggery the 'Brutal' version hardly needs any tweaks. The third game will probably be based on basketball, and after that... who knows? Swimming? Golf? Tiddlywinks...



■ Hello, good evening and welcome to tonight's main event, a two-round title eliminator... sorry, wrong sport (i think).



JOY OF STICKS?

A complex game like *Brutal Sports* inevitably causes programming headaches for Amiga coders — how do you cram the controls onto the Amiga's one-button joystick? Teque managed it by allowing the player to choose from five different methods, offering increased complexity as you get used to the game. The more advanced controls allow the player to lock on to a single team member, regardless of where the ball is. Okay, you might concede a goal, but if you've got a heavy-duty beat-'em-up power-up you could take out two or three of the opposition — fair exchange? The choice is yours.



SPORTS — FOOTBALL



BOCHEBALL?

The Germans have peculiar tastes and sensibilities when it comes to computer entertainment. For example, they don't like to see any blood — not red blood, anyway. *Brutal Sports — Football* features bucketloads, but in the German edition it'll be coloured blue.

The colour change isn't just to prevent consumer resistance though — games such as *Barbarian* (the Palace one) were banned in Germany for being too bloodthirsty. So now you know why games like *Waxworks* feature blood by the bottle-load, but none of it red.

Also, there's no word in German for 'Brutal', so the Teutonic edition's title translates as 'CRAZY Sports — Football'.

Playtest! 1st impressions!

■ Everyone in the office agrees *Brutal Sports — Football* looks like being a damned fine game, though there are one or two quirks to be corrected.

For starters, the game's a little slow in giving you the player you want. Not hair-pullingly disastrously slow, but not quite as fast as it might be. This is especially annoying when passing the ball — unless you make a pixel-perfect pass, play centres on the thrower slightly too long, making it extremely difficult to catch it. Also, maybe one or two of the power-ups are a little too powerful. There's no fun in scoring a goal simply because you run over the right icon at the right time, and conceding a goal on these terms is unbelievably annoying.

Let's not dwell on the negative — although not minor points, there's no reason to believe they won't be corrected in the final version, and the 'guts' of the game is there. The scrolling is silky-smooth, the graphics and animation beyond reproach, and as for the effects — er, wow! *Brutal Sports — Football* could easily be THE sports sim of 1993, and here at AMIGA FORCE we can't wait to get our hands on a copy. ■



■ Taking his inspiration from 'The Gladiators', our helmeted hero prepares for a rollicking game of Beast... er, *Brutal Sports — Football*! This is the old title screen of course, and whether the real one features Mr. False Tan remains to be seen.

amiga FORCE Playtest!



- DEVELOPERS: TEQUE
- DISKS: 1
- PLAYERS: 1-2
- GENRE: SPORT SIM
- % COMPLETE: 90%
- RELEASE DATE: OCT

THE PROS

- Fast, furious action with edge-of-your-seat tension.
- Graphics and sonics are excellent.
- Different 'breeds' of player.
- Full league action, with promotion and relegation catered for.

THE CONS

- It's a little slow in giving you the player you want.
- Some of the power-ups carry too much wellie.
- Erm... they might not like it in Germany!

Budget!



Budget bargains!



■ Identify targets before shooting — firing on friendly boats is a court-martial offence! ■

GUNBOAT

■ **The Hit Squad, £12.99**

What do the following have in common: a Colombian drug cartel that must be destroyed no matter

what, a group of fanatic followers of an evil Panamanian dictator, and renegade Viet Cong? Give up? Well they all appear in a game called *Gunboat*, where you cruise down several far-from-civilised waterways in search of the bad guys, then blow them out of the river. Your boat is capable of 29 knots and has eight tons of firepower crammed into it.

There are three large scenarios for you to take part in, each with varied missions involving destroying machine-gun nests, blowing bridges, eliminating tanks etc. The first scenario is in the trouble country of Vietnam, the second concerns the drug wars of Colombia and the last is set in the dangerous rivers of Panama populated by Soviet-supplied forces.

River of blood

Getting into the game can be a tad confusing unless you scan the pretty thick guide book from back to back. Getting the actual boat moving can also seem a bit strange, but once practised it's a cinch. You can give instructions to the crew members on the Gunship by pressing the F keys

at any time in the game. Or you can switch to any of the three gunner screens to fire manually.

Once you've got the hang of *Gunboat*, it's quite enjoyable cruising around the rivers blasting anything that moves.

The graphics in the intro are great but during the game they're very blocky, making ship identification a bit tricky (you can always

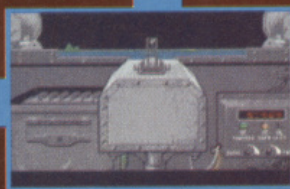
instruct the crew member to do this though). The sound FX are pretty limp: most of the time it's just the noise of the river and your engines. The game isn't my cup of tea, but I can see it appealing to simulation fans.

“It's quite enjoyable cruising around the rivers”

Rob!

Phil!

■ Hmm, this three-year-old Accolade sim is looking decidedly dated now. Compared to the likes of *Gunship 2000* the blocky 3-D is positively pedestrian, making the game seem more like a leisurely cruise down the local canal than steaming through a Vietnam war zone. Okay, so there's a time accelerator, but this doesn't compensate for the inherently limited action — with your course set by the river, you never have the freedom of a flight sim. *Gunboat* may appeal to simulation fans looking for something a bit different, but I'd rather fly a plane any day. ■

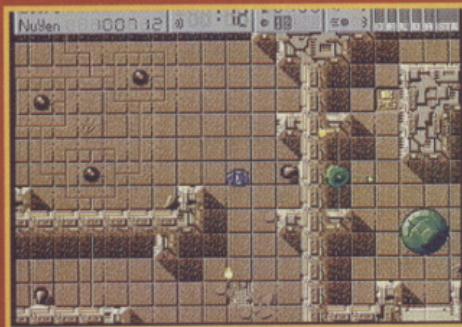


■ You can switch between the three gunners' stations at will.

amiga
FORCE Rating!

■ If you enjoy messing about on the water, you might get something out of this.

60



UNIVERSAL

■ **Zeppelin Platinum, £9.99**

Anybody out there who likes a good maze game with futuristic graphics and loads of tricky, well-worked-out levels should check out *Universal Warrior*. This highly addictive game allows you to guide your specially designed droid throughout well-devised puzzler levels in which you collect lots of dosh and points whilst trying to find the exit. Each level has its own nasties and special features, eg Level Two involves travelling through a slippery ice landscape, shooting the enemy droids that follow you around.

Robot repairs

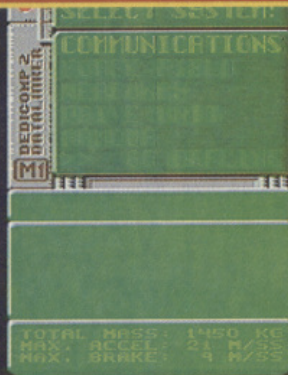
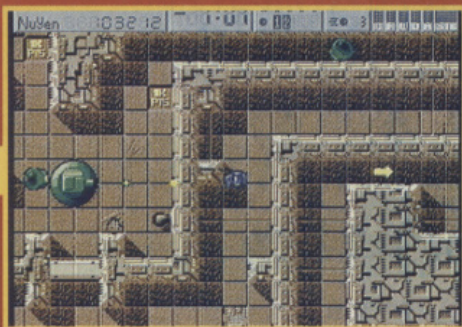
Between levels you can pop into the repair centre



■ (Above) You'll have to hit a straight drive to avoid all those bunkers.

Phil!

■ I have to disagree with Rob: this is not my idea of a good golf sim — compared to the likes of *PGA Tour* it's laughable. Not only are the graphics absolutely appalling for the Amiga, resembling a poor C64 game, the playability's almost as crude. The most surprising omission is wind — surely one of the most important factors on a golf course! The overhead-view putting's a bit naff too. You'd have to be a sad anorak to get anything more than a rainy afternoon's enjoyment from *Mean 18*. Originally released in 1986 (no kidding), perhaps this ancient Accolade sim should have been buried in a deep bunker. ■



Budget!

■ Although in essence a familiar maze shoot-'em-up in the style of *Galactic Warrior Rats* and many more, *Universal Warrior* benefits from some unusual presentation features. The idea of competing against other computer-controlled corporations in a football-style league is inspired, as is the ability to bet on the outcome of the next level. Often-witty speech bubbles from the shopkeepers (especially Big Al, the dodgy second-hand dealer) add to the wacky atmosphere, and there's some strategy in choosing how to upgrade your droid. The one thing that lets it all down a bit is the main action. It's really just a race against the clock, unlocking gates and knocking off hostile droids along the way — not something to get too excited about. ■

Phil!

UNIVERSAL WARRIOR

Each level has its nasties and special features

and other shops to purchase special features and equipment (some of it illegal!) for your droid — provided you've collected enough money, of course. You can even place bets on your stats for the next level, eg your shooting accuracy being above 80%.

Graphically it's great, with plenty of painstaking detail on all sprites and backgrounds which are also full of colour. The sequences where you visit shops are excellent, using digitised pictures of real people as the shopkeepers.

There's plenty of lastability in this game but you'll need to have a good read of the instruction manual before you can go leaping into the world of droid development.

Rob!



■ If your droid's drive unit breaks down, you can still get around the level (albeit slowly) by continuously firing, the recoil knocking you slightly in the opposite direction! ■

LEAGUE TABLE					
PLACE	TEAM	SCORE	LEVEL	LAST SEASON	
1	MASS NUTTEK	00341638	02	IN	04789180
2	FRANKEE	00305268	02	IN	04581280
3	CLIPPER	00284442	02	IN	04582780
4	ROBOTS	00282663	02	IN	04555300
5	LAGROBOTICS	00258487	02	IN	04461180
6	STONE	00225878	02	IN	04502080
7	IRON WIND	00214563	02	IN	04282780
8	DEKORP	00203878	02	IN	00000000

amiga

FORCE Rating!

■ An enjoyable maze game, enhanced by some original presentation ideas.

77

MEAN 18

■ The Hit Squad, £9.99

Sometimes the more addictive games have the simplest, sparsest layouts. This is certainly true of *Mean 18*. Most of the features of a good golfing sim are incorporated. With the option of up to four players, and the choice of four different golfing layouts, you can get stuck into some fine driving and putting skills. Everything is here to test your skill: bunkers, lakes and lots of trees. For the novice there's the beginner's option which helps you get into the swing of it (pardon the pun).

Swing time

To make your shot, you have to get the hang of the tricky but logical meter system on the left-hand side of the screen. There's also an option of altering the direction slightly, helping you out on those tricky 'round the bend' shots. One of the main things to let the game down are the blocky graphics that make it look cheap and nasty. The animation isn't too hot either, the gopher on the title screen sums it all up.

It's a real pity about the poor quality of the graphics on this game, as it's reasonably addictive and a pretty cool golf sim.

Rob!

Blocky graphics make it look cheap and nasty



amiga

FORCE Rating!

■ Mildly playable for a while, but there are many superior golf sims around.

48

■ OCTOBER 1993 ■

amiga

45

Budget bargains!

SPECIAL CRIMINAL INVESTIGATION

In a series of six tricky missions, you must find new clues that'll finally lead you to the girl. So on the long and winding road you go dodging crates that just happened to have been dropped on the road, barriers, and other mad motorists that either just get in the way or hurl explosives at you.

Put your foot down

On each mission you have a tight time limit in which to reach the specified criminal vehicle and bring it to a halt — either by blasting the hell out of it, or by ramming it off the road. As you approach the villain's vehicle a helicopter hovers above and drops a weapon to help you out when trying to intercept the bad guy.

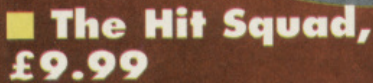
The real shame about the game is that everything about it is all a bit dated and old hat. Although there's



■ Save your turbo boosts for when approaching the : you can behind and se range. ■

criminal vehicle: you can then ram it from behind and blast away at close range. ■

All a bit dated and old hat



When a gang of vicious law breakers kidnap the mayor's daughter, the only people who can save her are the Special Criminal Investigations bureau. And this time those car-azy cops Broady and Gibson are armed, so they can fire at the villains as well as smashing into them.



HARDBALL!

■ **The Hit Squad,**
£9.99

It's a home run! Oh no sorry it was only a bird, just sit back and have relaxing game of baseball. All you have to do is perhaps move one finger and twitch the joystick a few times to get a few runs. Pick your team, including starting pitcher and batting line-up, and you're ready to get into the one/two-player action

Looking from behind the pitcher towards the batter, you can choose from his four throws, taken from a total eight types: fastball, fastball (even faster), offspeed, change-up (slow pitch), curveball, screwball, sinker and slider. The pitch is selected by pushing a cardinal joystick direction with fire. You then aim the pitch — the nearer the centre, the more chance of it being a fair pitch and not a 'ball'.

Striking out

The batter only has a short time to decide whether and where to swing. If a good hit is made, the scene switches to a view of the left or right side of the ball park. Here, the batting player chooses whether to advance base runners while the pitching player controls the nearest fielder to the ball.

For even real die-hard baseball fans, *Hardball!* is a bit of a disappointment. While pitching is easy, hitting the ball is frustratingly hard. You have to swing at exactly the right moment to make a good hit — and even then, you're highly likely to be caught out!

Overall, gameplay is slow-moving and very monotonous, and doesn't really keep you coming back for more. Graphically it's not much better, sprites are on the blocky side and the animation is sluggish. There are better baseball sims around on the Amiga — even the none-too-brilliant *ABI 2* (also by The Hit Squad) was more playable than this.

[illegible]

Phil!

■ I remember spending many a lunchtime playing *Hardball!* on the C64. Sadly the Amiga conversion's not up to scratch. It looks and sounds uncannily like the 64 game, with blocky sprites and naff organ music. Unfortunately the playability *isn't* the same. Pitching is still good fun, varying the throws to fool your opponent, but batting is extremely frustrating. Nearly every time I managed to hit the ball it sailed straight into the hands of an opposing fielder. In turn, when pitching I found it unrealistically easy to catch the batter out — you get loads of time to position your fielder as the ball travels towards him at about 2mph! It's all very disappointing. ■

■ When batting, don't even swing for balls that are obviously no good — you'll miss and it'll be a strike. ■



Phil!

■ When I first saw *Chase HQ II* about three years ago (while working on ZZAPI), I was impressed by the (at the time) speedy 3-D — probably 'coz it was one helluva lot better than the original *Chase HQ* conversion. However, technically the game is left at the starting line by today's racers: it's very jerky and not anywhere near as fast as I mistakenly remembered. Worse still there's a whole load of naff presentation screens requiring considerable disk accessing between missions. It's not very special at all. ■

plenty of obstacles to avoid and keep an eye out for, gameplay still gets a bit monotonous after the first two or three levels.

Graphically the game is nicely detailed but the animation is a bit on the jerky side. The music is the usual fast-moving irritating racing theme that grates on the old nerves after the first level. Although the game itself isn't bad overall, the 'played it millions of times before' syndrome hit me as soon as I got into the action.

Rob!

amiga
FORCE Rating!

■ You'd have more fun being investigated by the Ludlow town police — only kidding!

45



amiga
FORCE Rating!

■ The difficulty of batting makes for dull, low-scoring ball games.

47

SUPER SKI 2

■ Games Worth Playing, £9.99

While sipping gluhwein in the comfort of your warm armchair, you can try your hand at six snowy events using various 3-D perspectives.

Downhill, slalom and giant slalom are all viewed from just behind your skier as he races down the slopes, zigzagging between gates/flags. Extra speed is gained by pushing forward to crouch, but turn too late and you pile headlong into a tree!

Also viewed from behind is the bobsleigh, where you

Controls are responsive and intuitive

Tip time!

■ Use the practice mode extensively before even contemplating a full competition. ■



Phil!

■ If there's one thing I really hate it's unnecessarily long disk accessing, but even worse has to be *totally unnecessary* disk accessing! Sadly this is the case with *SuperSki 2*'s practice mode — why oh why does it need to completely reload the same event when you want another try? This frustrating waste of time makes it all the more difficult to master the events. When you do, you find they're quite playable (particularly the Alpine skiing ones), but you need a bit of patience to reach this point. ■

Budget!

waggle to make your man run, before jumping in. A map helps you guide the sleigh down the tortuous course, but it's very easy to go over the icy sides.

Fly like an Eagle

No less hazardous is the ski-jumping, which uses two viewpoints. Looking up the steep slope you guide your jumper down, before the view

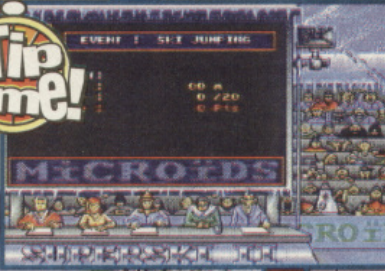
switches to follow his mighty leap from behind. Finally, there's the hotdogging, with two skiers racing side by side down a bumpy slope, performing tricks as they go.

It takes lots of practice not to be an Eddie the Eagle, so the option to practise each event is a boon. You can also choose which events to play in a proper competition with up to four players.

The only real trouble I found with the game is the long-winded disk accessing, which contrasts with the fast-moving, graphically excellent ski sims. Controls are responsive and intuitive, though the tricky events still take a while to master.

In all, this is a game that deserves lots of playing. And for the price it's a real bargain.

Rob!



amiga
FORCE Rating!

■ Well-implemented multi-eventer marred by lengthy disk accessing.

77

■ OCTOBER 1993 ■

amiga
FORCE

Budget!

Budget bargains!

■ Zeppelin, £9.99

Take eight savage fighters raring for a good scrap, put them in Japan, Egypt and the USA and you should have a good beat-'em-up game. Unfortunately with *Fist Fighter*, all you get is a completely lame, uninspired, unplayable load of

rubbish. The worst thing is that it's not until you pick one of the hard fighters and leap into the action that you realise there is no action.

The most decent aspect of *Fist Fighter* is the number of different backdrops that represent each country you fight in, but these can't possibly compensate for the hideous gameplay. Supposedly there are ten combat moves for each fighter, but by the time you've found two of them, that's all you'll need to win — yes, it's the dreaded 'repetitive move syndrome'.

No, not again

There's nothing in the game that makes you come back for a second go. If you

do play it more than a couple of times, it could probably damage your health.

The animation on each character isn't really what one could describe as realistic movement — in fact, it looks incredibly silly. Sound FX are also poor, sounding very weedy and again unrealistic.

Fist Fighter is a disaster from the moment you load it. Keep well away if you know what's good for you.

Rob!

Unplayable load of rubbish

Tip time!

■ Win against most computer opponents by simply holding fire and left/right to continually punch. ■

Phil!

■ Make no mistake, *Fist Fighter* is Amiga software at its poorest. Graphically it's appalling, with some of the worst sprites ever seen on the Amiga: they have so few frames, their animation looks completely ridiculous — especially the geezer who 'rolls' along the floor. Suitably, sound is limited to hitting FX that are more like someone banging on a metal dish. Worst of all, the gameplay's as thin as an anorexic stick insect. Using just a couple of moves, I managed to beat all the computer fighters on my first go! The moves are so naff it's no better against a friend — I think I'll stick to *Body Blows*! ■



amiga
FORCE Rating!

■ This feeble beat-'em-up doesn't even have a fighting chance!

18

THE BRIDES OF DRACULA



Tip time!

■ Kill all adversaries before they come too close. Depending on your character, you can either do a push or a kick. ■



■ Zeppelin Platinum, £9.99

Old Dracula has come a long way since the old days of just roaming the villages of Transylvania looking for a quick bite to eat. Now the fanged gent has grown tired of his single vampire image, he wants to prove to his friends that he can settle down with a nice young woman. The only problem is that he can't decide on the lucky lady, and sets out to capture no less than 13 brides!

In this game, you can play the goodie or the baddie: either the dashing Prince Of Darkness who wanders around the land looking for his brides, or the intrepid vampire-hunter Van Helsing who must collect 13 special items in order to destroy that Romeo of a Count once and for all.

Race to the death

As both characters go about their business on

their own split-screen scrolling view, the game can be played against the computer or a friend. It's a sort of race, really, with the first guy to get all 13 items/brides winning the game.

On their way through the village and the castle, Drac and Van Helsing come up against various nasties including such bizarre things as Daleks situated in certain houses in the village, as well as rats, leaping dogs and unfriendly villagers.

The concept is nicely original, even if getting into the game is a tad tricky. Controlling either character is a bit weird, due to their slow strolling that's reminiscent of a Monty Python silly walk.

Graphically there's nothing outstanding, but it serves the purpose — getting two characters on a split screen with completely different backgrounds can't be easy. All in all, *Brides Of Dracula* is a pleasant little journey into a humorous arcade adventure that holds your attention for a fair time.

Phil!

■ *Brides Of Dracula* is one those concepts that sounds good — cor, a competitive two-player arcade adventure! — but doesn't work that well. Maybe if there were more strategic choices for each character it might've been better, but it's really nothing more than a simple collecting race. Traipsing around the countryside soon gets boring, particularly when playing alone. Of course, it's initially quite fun playing Dracula — if only to see him biting the maidens to turn them into leather-clad vamps! — but ultimately the game lacks addictive bite. ■

amiga
FORCE Rating!

■ Not as good as it sounds — though the competitive two-player mode's fun for a while.

52

Rob!

48

amiga

■ OCTOBER 1993 ■

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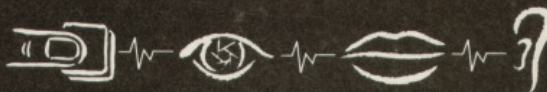
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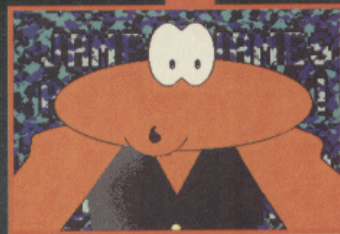
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Letters!

FORCE

Nine mail



FIGHTING FAVOURITES

Dear AMIGA FORCE
Me and my friend Adrian often discuss and compare the characters from *Body Blows* and *Street Fighter II*. We decided to make up a list of different factors for each character. Here's the results:

■ Thanks to Mark Cowling for these terrific *Deluxe Paint* pictures. Keep sending 'em in!

HANDFUL OF QUESTIONS

Dear AMIGA FORCE
Congratulations on the growing success of your relatively young magazine. It's good to see a quality Amiga magazine under £2.

Now for some questions:

1. How much software support will there be for the new Amiga CD?
2. When is the brilliant *Cannon Fodder* due for release?
3. When will *Frontier* be released?
4. Is it true that *EA Hockey* is coming to the Amiga?
5. Is there a cheat for *Mega-lo-Mania* you could pass on? If not I'll kill my Amiga by playing *4th & Inches* on it for three hours (sinister laugh — ha ha ha).

Hope you can help, and if not you will be held responsible for the death of an Amiga.

Chris Francis, Liverpool

1. As you can see from the list of forthcoming titles we printed in last month's news, there is indeed plenty of support for the CD32. Commodore reckon there'll be 50-100 titles ready by Xmas. I know hardware manufacturers are often optimistic about such figures, but with all the major software houses already developing CD products, this number is not unrealistic.
2. Virgin have put *Cannon Fodder's* release back to November. Hopefully we'll have a Playtest (or maybe even a review) next ish.
3. The long-awaited sequel to *Elite* will be released by Konami before Christmas. More details next ish.
4. It might be, it might not — Electronic Arts still haven't made a firm decision on it.
5. We don't have one: if anyone does, please send it in to Tips Bits.

BEAM US DOWN

Dear Phil

Being lucky enough to have Sky TV [are you sure about this? — Ed], I was recently flicking through the channels when I found out that MTV-Text has a regular thing on computers (p250) so I looked it up. It was quite good, with reviews for the Mega Drive, SNES, beloved Amiga, and even the C64! It also had a tips page among other things. Anyway, they had this thing on the Amiga CD32 console, and were comparing it with the Mega CD, and of course the CD32 was a billion times better. I never knew the Mega CD only has 256 colours. Or that it only has 128K of memory! Anyway, they went on to say that the CD32 was THE CD console.

However, what REALLY surprised me was when I looked at the letters page address, I realised it was the same as yours! And the name

Say what you like — in fact, that's exactly what you do in our regular letters section. Whether it be praise or criticism, serious or cranky, we'll print it! And the best letter of the month wins the sender an A-FORCE subscription. Keep those missives coming — and pretty pictures — to **FORCE NINE MAIL, AMIGA FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW.**

CUT IT OUT

Dear Phil

I have bought the last five issues of AMIGA FORCE and it is easy to say that it is the best Amiga magazine about. If I were to rate it I would give it 99%.

There is only one fault and that is in the Cut-Out 'N' Cheat section where there have been a few repeats of cheats. Adam Morris's letter in Issue 7 highlighted the problem. I can understand that you might have quite a lot of trouble in obtaining so many cheats for each issue but this is no excuse to repeat cheats. You could instead shorten the number of cheats to somewhere around 30.

This would certainly rule out any possibility of any more letters of complaint about the cheats. Now that I've got that out of the way I am delighted to see that you don't use cover-disks. They bump up the price of the magazine and because of this they will lower the number of buyers.

Good luck for the future.

Peter Hume, Ayrshire, Scotland

■ Thanks for your letter Peter: we're always willing to listen and act upon constructive criticism. You're right about the trouble we have finding enough cheats every month, which is why the section has now been reduced. So hopefully no more complaints — apart from people saying there aren't enough cheats, perhaps!

Phil

FLASH-LACK!

Dear AMIGA FORCE

I have a complaint: you said in last month's mag that you would have all the passwords for *Flashback*, but in this month's (Issue 8) there was only a map of the first level. I checked over and over for passwords, but there was none, not even for Level 2. You promised the British passwords. Maybe there was a misunderstanding? Please could you print them in next month's mag?

Craig Metcalfe, Carlisle, Cumbria

■ Whoops, sorry about that, Craig. Look in this month's Cut-Out 'N' Cheats for the full list of UK *Flashback* codes — not the dodgy ones certain other mags printed!

Phil

ANALYSING ANALOGUE

Dear AMIGA FORCE

I've just bought a PC-type analogue joystick (and an adaptor) so that I can play MicroProse's awesome *Formula One Grand Prix* more realistically (and make it challenging — it's too easy with the digital joystick!). The problem is that I don't have any other Amiga games that I can use it with yet (though I'm about to get the joystick card thingy-ma-jig, so I can use it on Mum's PC). What really good flight sims have the facility of using an analogue joystick (surely the ideal control method)?

Ric Paul, Highfield, Southampton

■ Yes, it's a shame more software producers don't cater for analogue joysticks, as they substantially enhance the realism of flight sims and driving games. MicroProse have taken the lead, making all their (relevant) sims compatible, eg *Knights Of The Sky*, *Gunship 2000*, *F15 Strike Eagle II*. Domark also supported analogue sticks on *MiG 29 Fulcrum*. There are others: maybe some helpful person can write in with a full list?

Phil

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FORCE

■ OCTOBER 1993 ■

STREET FIGHTER II

NAME	SPECIAL MOVES	SPEED	SKILL	STRENGTH	HARDNESS	OVERALL
RYU	75	75	80	75	65	75 14=
KEN	75	75	75	76	85	78 9
CHUN-LI	67	95	85	50	63	76 11=
GUILE	82	71	67	85	92	87 5=
BLANKA	82	85	55	87	89	88 4
E HONDA	75	54	77	85	82	76 11=
DHALSIM	71	35	75	60	60	65 19
ZANGIEF	40	40	60	90	70	50 21
BALROG	60	45	40	85	60	63 20
VEGA	80	99	80	65	60	74 16
SAGAT	95	75	100	89	95	95 1
M BISON	96	85	90	87	87	87 5=

BODY BLOWS

NIK	72	77	75	66	43	67 18
DAN	72	77	70	73	82	77 10
MARIA	23	82	51	33	1	32 22
MIKE	80	74	88	73	71	75 14=
NINJA	93	80	99	70	49	86 7=
DUG	78	66	42	87	91	86 7=
LORAY	78	87	85	64	69	76 11=
KOSSAK	86	63	82	99	100	94 2
JUNIOR	81	80	44	85	73	73 17
YITU	83	98	89	74	85	84 8
MAX	100	92	86	94	96	93 3

SEEDY STORY

Dear Force 9 Mail

What I am about to write is a true story! One weekend my dad, brother and I went camping. On the way back to Malvern we stopped in Ludlow for some lunch. My dad knew the area well, so after buying food from a local supermarket we cycled to a picturesque location. We went into the outskirts of Ludlow and passed the Impact offices, which are extremely dirty. Just past the offices we got off our bikes and stepped down between the break in the metal railings onto the grass bank of the River Teme. Just to right of us was a pipe running above the river — you should know where I'm talking about.

As we ate our lunch a man on a Harley Davidson-type motorbike drove up next to us. He waited for several minutes before another 'punk' came and looked at us and walked off. The man who came on the motorbike walked down the steps past us onto the river edge where there is wire mesh with stones in, to stop the bank collapsing. He was out of view for about a minute before walking back up the steps and onto his bike. He then departed. The other 'punk' came

back then departed permanently after he saw we were still there. A man drove up in a car after the two people left. He was also a 'punk': like the others he looked at us then drove off.

By now I was thinking this was a bit suspicious and decided to go to the river edge. After looking round I found several plastic bags, shoved into the cracks between the stones in the wire mesh. I took one out. It had a knot at the top and rip in the bottom. Several seeds were still left in it. I immediately thought they must be drug seeds. I took the packet to the police in Malvern and they said they would give it to the drug squad. So if you didn't know, you work next to a major drugs operation!

Sorry about the length of this letter, but you had to be told. By the way, my brother went on the same school bus as Chris.

Keep up the good work.

Stuart Castle, Malvern, Worcestershire

■ Oh crikey, you've stumbled across our little secret. The bags you mentioned contained seeds, all right. They weren't drugs, however, but the special seeds needed to grow new magazine staff writers. Until now, this has remained a closely guarded secret, but you may as well know the

Last thing, I recently got *Project-X '93* on budget, but how do you kill the water monster at the end of Level 4? I've got full magma, full side-shot, full homing missiles, full everything but nothing seems to work. Please help!

Cheers.

Isaac Abraham, Hendon, London

PS. I never knew you played for Sheffield Wednesday!

■ Yes, not many people know this, but I am in fact not the tubby person I appear. I actually wear special padding to make me look more like a person who sits down all day playing computer games and eating chips — underneath I am a superfit athlete who plays football every weekend in the Premier League. But did you also know that AMIGA FORCE's publisher, Eddie McKendrick, has recently been transferred to Arsenal (using his

I hope you enjoy reading through the results. It makes interesting reading! As you can see Ade and I do have our faves, which makes us a bit biased but not too much!

AWARDS

Overall: Sagat
Moves: Max
Speed: Vega
Skill: Sagat
Strength: Kossak
Hardness: Kossak

I think you can say we liked Sagat and Kossak! We also made up two extra characters:

BIG BELLA 99 75 66 99 99 97
NANA BOY 100 98 98 100 101 99.9

Weird? Most certainly.

Anyway, must sign off now. I hope this letter is not too long to publish.

Ben Johnsen, Christchurch, Dorset

PS. Readers could write in with their views on our ratings!

■ What an excellent idea! Thanks Ben, you've won an A-FORCE subscription for your trouble. Does anyone disagree with Ben's ratings? Or how about comparing characters/aspects of other games? I also like the sound of those two made-up fighters. Do other readers have ideas for new characters? If so, draw a picture of them along with a list of their moves and special abilities — best one will win a subscription!

Phil

details...

You see, not so long ago the fiendish Dr Franco was working away in his lab (aka the Impact production room) when he accidentally dropped some gamma-ray-mutated cabbage seeds in the film-processing machine. Thinking nothing of it, he went home — only to return the next day and find the Impact offices populated by a brand-new generation of apparently human staff writers!

As the new 'people' only required a regular dose of Phostrogen to keep them going, the Impact management immediately saw the advantages of a wholly 'vegetable' staff and quickly ordered more seeds from the garden centre. Of course, they had to be discreet — what would a magazine be wanting with cabbage seeds? So they arranged the little rendezvous which you witnessed. With their plans foiled by your discovery, the management have now decided to revert to recruiting human staff. I thank you from the bottom of my heart — you have saved me from being replaced by a cabbage!

Phil

of it was called FORCEFIELD (y'know, Amiga FORCE etc!) So what is it? Do you lot make that thing or something?

I've just come up with a wicked idea, why not have the charts made by us voting for our top five games (like it was in ZZAP!) instead of having the charts based on how well a game sells, regardless of the game's quality. Take *WWF* for example — a totally crap game but it sold in bucketloads, all because of the tremendous hype. Thankfully some companies aren't so bad, Electronic Arts could easily have churned out a crap *Desert Strike*, but it still would have gone to the top of the charts, so at least that was good.

Next point: why do I seem to buy your mag so late? It is never in the newsagents, and I can only ever get hold of it at WH Smiths in Brent-Cross shopping centre, and when I do get it, the next issue is due out (but it's not there!).

footy 'stage' name of McGoldrick)? Meanwhile his alter-ego at Impact compiles the Forcefield teletext section on MTV and Sky One.

Your suggestion of a readers' chart is a good idea (it was very popular in ZZAP!), so I'm implementing that immediately — look in this month's Read All About It section for a voting coupon.

Sorry to hear about your trouble in getting hold of the mag. Thing is, it's probably sold out by the time you get to your newsagent! The best way to ensure your copy is to subscribe — saving money and getting free games. Otherwise get your newsagent to reserve you a copy by filling in the coupon on our Next Month page.

We can't help you with *Project-X '93*: if anyone knows the answer, please send it in to Tips Bits.

Phil

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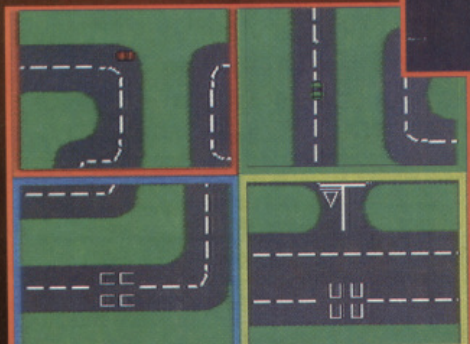
Going

Phew — these pristine pages are positively pulsating with polished PD perfection. Putrid piles of pungent pus proliferate, but particular purchasing prevents perilous pitfalls. Puzzle it out, IAN "P" BRAIN' OSBORNE...

ASSASSINS #94

■ Roberta Smith DTP (Compilation)

More Assassins stuff, and another bloomin' intro to write... let's get on with it then shall we, eh?



WIBBLE WORLD GIDDY

Pinch me, I must be dreaming... this can't be PD. Surely its CodeMasters' latest Dizzy game with a redesigned main sprite?

You play (as if you hadn't guessed) the cute little white thing with big hands — looks like a cross between Dizzy and Seymour, doesn't it? Like its animated inspiration (both of 'em), Giddy wanders from flickscreen to flickscreen gathering coins (shades of *Treasure Island Dizzy*, methinks?). As well as the usual wandering baddies, there's a plethora of puzzles standing between you and that long-sought end sequence. These are solved using collectable objects in true tried-and-tested arcade-adventure style.

Without a doubt, *WWG* is one of the best PD games EVER! Its graphics and animation are definite budget material, its puzzles well thought out with a good difficulty curve and its overall presentation's marvellous. If you miss it you should be slapped across the face with a wet ovoid.

Incidentally, the version on this disk has been 'trained' (enabling infinite lives etc). A normal, untrained version is available from Zenobi.

MECHNOIDS

A wire-frame *Asteroids* with funny faces instead of rocks... not much else to say really, except that it's not as good as the arcade-perfect *Asteroids* or the hilarious *Lemmings*.

SUPER SKODA CHALLENGE

A mazy-*Super Sprinty* affair that has you driving along blasting seven shades of effluent out of four other drivers. It isn't fun, and the level editor doesn't save it either.

Conclusion: I suppose *Wibble World Giddy* was a hard act to follow, but the other two games fail to excite. Even so, the *Dizzy* derivation is worth the asking price five times over — get that cheque in the post, now!

SERIOUS BACKGAMMON

■ Tower Software (Shareware)

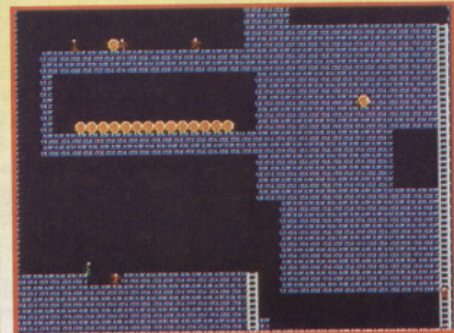
Now this is one serious piece of software — available as a £2.50 PD demo that plays for 5–10 minutes but is otherwise complete, the full version costs a wallet-ripping £20 (or £17.50 if you're upgrading).

Serious Backgammon has every feature you could ever expect in a backgammon sim. One or two players can play, or (if you're desperately sad) you can watch the CPU play itself. There are four computer skill levels against which to pit your wits, five different starting setups and even an option to place the pieces according to your own specifications (maybe the CPU/CPU mode has a use after all — you can use it and the custom options to solve backgammon puzzles). Three board styles are available, there's a load/save game option, you can undo moves, repeat them,

ASSASSINS #100

■ Roberta Smith DTP (Compilation)

Around hundred — the Assassins certainly get the prize for quantity (second prize that is — they've still a long way to go before they catch up with *Fred Fish*), but have they celebrated their century with a disk of outstanding quality?



Public!

access the tutorial, etc... amazingly comprehensive, isn't it?

With a fat manual, a large box and a few animated intros *Serious Backgammon* could easily sell as a full-price game. Then again, at 20 quid a throw it's not much cheaper, and that's WITHOUT the packaging! It's a great piece of software and certainly won't disappoint backgammon fans, but at this price you should think carefully before splashing out.



ASSASSINS #95

■ Magnetic Fields (Compilation)

Yet another Assassins disk, this time featuring a passable rendition of Feargal Sharkey's *A Good Heart* on the title screen. The games are pretty cool too...

PREMIER PICS

A variation on the 'turn over the cards' theme, *Premier Pics* sees you imitating your fave footballers. Pick a team, then guide them to the top of the league. There are 22 teams on offer, and any number can be computer-controlled.

Play alternates between yourself and your computer or human opposition. Taking a card



in turn, the symbol revealed indicates how the game is going. A saved shot gives a hilarious speech sample (you could almost be watching Match Of The Day), a penalty has you clicking on hidden cards until you find a 'goal' card or run out of time, and a foul gives your opponent two attempts next turn. When a 'half time' card is revealed a new set of cards is laid out, the game ending on the 'full time' card.

Premier Pics features excellent presentation and graphics. It's a bit annoying having to cycle through the other results in the table one by one, but this doesn't detract from its overall charm and

simplicity. It's hard to put your finger on exactly why it's so good, but it is... honest!

TANGLE

Can't say this one's up to much — a bog-standard Tron light cycles clone for two to four players with confusing controls, bland graphics and no way of returning to the options screen after starting. Not the disk's finest hour.

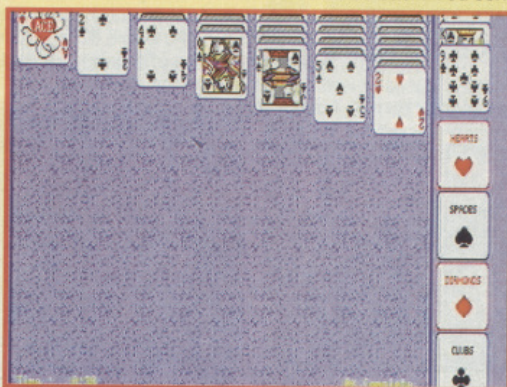
BLOOD RUNNER

If the title of this game's a spelling mistake, don't blame me — that's what it said on the menu screen. *Blood(?) Runner's* a conversion of the old BBC game *Monsters*, but not a particularly good one. The sprites are samey and uninteresting, the screen layouts aren't particularly well constructed and if there's a way of filling in holes you've dug, I can't find it.

A poor conversion of an ageing classic.

PATIENCE

This Shareware demo locks up after three games, forcing a reset. I can't help feeling that, as protection, this is insufficient — who wants to play more than three games at a time anyway? It's not a bad version of Patience though. The controls are clear and simple, the graphics weak



but functional and... well it works, what more can you expect from a card game?

If you're into computer card outings, look no further. For once this solo effort is worth having as the game involves picking up and moving huge stacks of cards. It's a damned-sight easier with an Amiga, I can tell you!

MONACO

I seem to remember seeing this one in the arcades a while back. You control a well-wild racer that

looks just like every other well-wild racer on the vertically scrolling track. Rip along as quickly as possible — the more ground you cover in the allotted time, the higher your score. Bump into the other cars or (when moving more slowly) allow them to bump into you and you come to a sudden standstill.

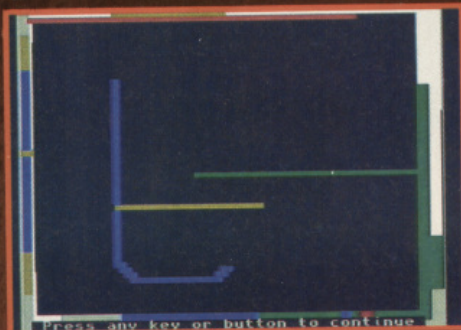
Monaco is as simple as they come. The

track is perfectly straight with no turns or chicanes, the cars drift across it while still facing forward and the only real frill is the night section where the ground immediately in front of you is lit by your headlights. It's a great laugh though, and not a bad PD release at all.

Conclusion: This isn't the disk I'd want to celebrate my 100th release with — *Blood Runner* is useless and the other two games are fun but not spectacular. A fair, if unremarkable, release.



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BOP & PLOP

Look at those graphics... remind you of anything? If you're expecting a PD 'tribute' to *Super Mario World* then I'm afraid you're going to be disappointed, but there's no disguising the artwork's origins.

A four-level vertically scrolling blaster, you guide a geezer who looks remarkably like THAT Italian plumber, sat astride a definite Yoshi lookalike. The overall standard of the graphics far exceeds that of the gameplay, though it's by no means a disaster. The scrolling's less



THE GREAT ESCAPE OF BILLY BURGLAR

■ Magnetic Fields (PD)

Another AMOS offering, it's obvious a lot of time and effort's gone into this one. Great graphics, super sound, marvellous music, amazing animation... need I go on? *Billy Burglar* is an original and polished platformer!

As the newly escaped Billy (escaped from where it doesn't say, but the swag bag, stripy jumper and face mask suggest a penal institution) you must avoid the roving spotlight for a given length of time, displayed at the top of the screen. Should you be caught in the light (which follows you around with tireless abandon) you're shot — first of all your arms are blasted off your shoulders (complete with sampled screams),

than smooth and it looks like it's been *SEUCKED* and tweaked, but it's interesting in a will-it-stay-out-of-the-courts sort of way.

SUPERLEAGUE MANAGER

This one takes me back a bit — right back to the early Eighties when footy management sims were menu-driven with no graphics at all. That doesn't mean they weren't fun though, and this AMOS offering is a worthy successor.

POS	NAME	AGE	SK	EN	ST
G	BANKS	22	4	8	10
T	ADAMS	25	3	10	15
A	FOSTER	28	2	10	10
S	PEARCE	24	4	10	10
B	BLACK	21	5	10	10
M	HORTON	23	3	10	10
I	HARTFORD	26	2	10	10
E	DONNIE	27	1	10	10
G	EST	24	4	10	10
A	SHEARER	25	3	10	10

TEAM RATING:
KEEPER 10
DEFENCE 15
MIDFIELD 10
ATTACK 10

PLAYERS SELECTED: 11

CLICK ON NAME TO PICK/DROP

EXIT

The game is entirely mouse-driven, the interface proving a dream to use. There are three skill levels on offer, loads of options and the behind-the-scenes mathematics that drive the game are very well thought out. The sub-menus could do with a slight tweak, however. If, for example, you go the transfer menu and select SELL PLAYER, intending to part company with three team members, you have to flog them off one at a time — the game sends you back to the transfer menu after every deal!

So, time to sum it up — let's not be smart-arsed or cynical, this is a meat-and-potatoes management sim with no frills but great gameplay. Its comprehensive options and easy-to-use interface make it a real cool offering — HONEST! **Conclusion:** Not a bad disk at all. The footy games are both ace, that Mario thingie's worth a look for curiosity's sake and the only real turkey is *Tangle*. Give it a go.



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GUNSTAR

■ Zenobi

A bit of a disappointment this one. A two-disk blaster, the first contains a brilliant scene-setting intro sequence in which you learn of a new computer virus that mimics anything that threatens it, including the craft you're driving! Ace digitised stills, superb animations and well-wicked explosions make this a real winner.

At the end of the animation you're told to insert the second disk and reset, and that's where it all goes downhill — despite the high quality of the intro sequence, the game itself is a run-of-the-mill *SEUCK* offering with weak graphics and dodgy gameplay. Oh well, let's load up the next one...



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FORCE

Playing Tips!

SY

It's the AMIGA FORCE Tips Section! This month we bring you an inventory-filling *Ishar 2* guide, battle plans for *War In The Gulf*, three more *Syndicate* mission guides, more maps for *The Lost Vikings*, and a double dose of *Lemmings 2* solutions. Plus all the usual Cut-Out 'N' Cheats and readers' Tips Bits!

Welcome back to the Impact crime syndicate. We are most pleased with your progress last month in eliminating the enemy and securing new territories for our organisation. But now we must ask you to attempt some slightly trickier missions in the Middle East. However, with our guidance we're sure you'll do an excellent job...

Battle Valley	Cheat	78	Lost Vikings, The	Tips/Maps	64
Beavers	Codes	78	Lure Of The Temptress	Solution	78
Dogs Of War	Cheat	78	Magician Dizzy	Tips	78
Dragon's Lair	Cheat	78	Nicky 2	Cheat	80
Exolon	Cheat	78	Nicky 2	Codes	80
Fire & Ice	Cheat	78	Premiere	Cheat	80
Flashback	Codes	78	Robin Hood	Cheat	80
Guy Spy	Cheat	78	Syndicate	Tips	60
Humans	Codes	78	Tower Of Babel	Cheat	80
Humans	Codes	80	Trailblazer	Cheat	80
Ishar 2	Guide	68	Trained Assassin	Cheat	80
Jaguar XJ220	Cheat	80	TV Sports Boxing	Cheat	80
K&B	Tip	77	War In The Gulf	Guide	74
Lemmings 2	Tips	72			

THE LOST VIKINGS

Don't get lost! After last month's tips you've guided your three wacky Vikings through quite a few of the levels. Now find your way through some more with our marvellous maps!



ISHAR 2

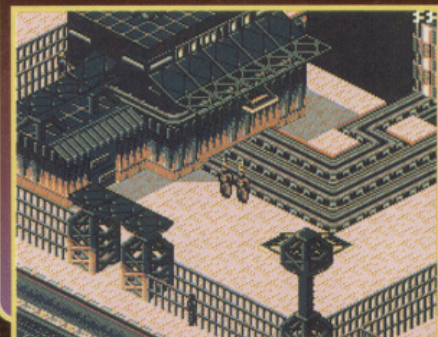
It's a world of adventure, a tricky RPG and no mistake. We lead you by the hand and lead you through the streets of London, or something!



WAR IN THE GULF

Shock! Horror! Saddam has invaded Kuwait again. As an Allied general with a bevy of tanks, it's your job to chase him back to Baghdad. And that's just what you'll do with these terrific tactical tips. Yes sir!

1 Starting from inside this compound, you have to move quickly out and west.



64



74

60

amiga

■ OCTOBER 1993 ■

INDICATE

IRAN



You have to assassinate a bloke opening a shopping centre — no, it's not Dirty Den. The city is split into two by a canal running east-west. The shopping centre (the large building with all the people outside) is on the north bank. There are only a few crossings over the canal, and the mission briefing advises you to go over the nearest to the start.

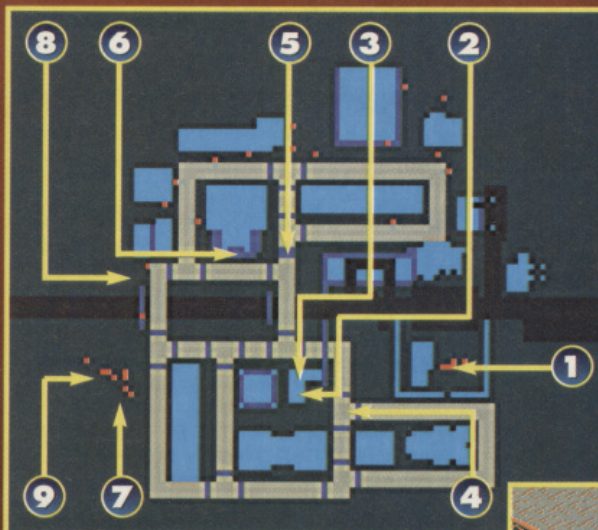
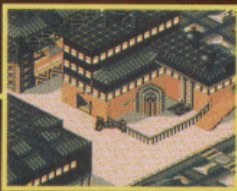
However, if you're not quick you're likely to get picked off by snipers, so we worked out a different method (see map).

There are many enemy agents around, so you're advised to take plenty of Uzis or Mini-Guns along (it's easy to run out of ammo), plus a Flamer to barbecue nearby agents in a flash. Take several Medikits too.

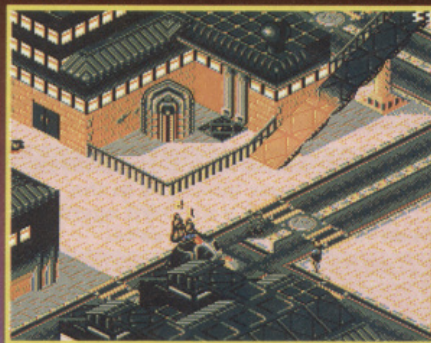
2 Instead of trying to cross the nearest bridge, we recommend you take cover behind the buildings to prevent being hit by snipers. Lure agents back here and blast them as they come round the corner.



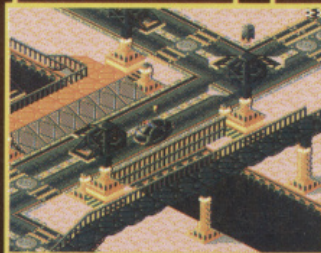
3 If things get hairy, step inside the building and pump up the drug levels: every time the enemies open the doors, they get blasted back. Or use the Flamer to quickly frazzle whole groups of approaching agents.



4 When you've killed the attackers, hijack a car by unleashing a short burst of gunfire on it — the driver then runs for it.

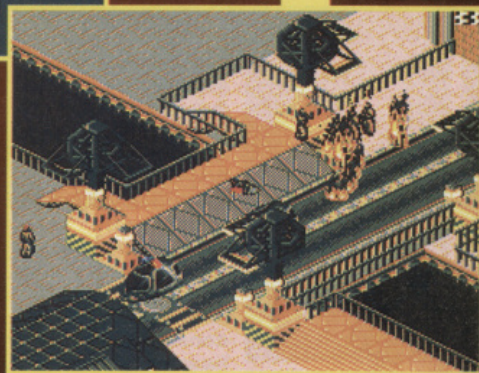
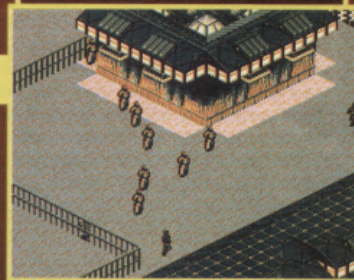


5 Get in the car and cross the nearest road bridge.



6 Roll up by the shopping centre, get out and blast at the bloke the scanner's pointing to. Don't worry too much about the civilians.

7 After the assassination, your evacuation is made difficult by a 'welcoming committee' of enemy agents.



8 The easiest way of killing all those agents is with the Flamer. Bump off any nearby coppers first, approach the evacuation zone, then retreat to behind this pillar. As the enemy agents approach, torch the lot of them!

9 When it's clear, head for the evacuation zone.



Playing Tips!

IRAQ



Another tricky assassination mission, this time the target is hiding out in his own business premises at the far southwest of the map, the gates protected by a posse of guards. There is also a large gang of enemy agents patrolling the city, so the underground train comes in handy for quick travel to the south. For the gate guards, Long-

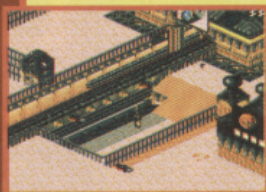


Range rifles are recommended — but if you don't have any you can always pick some up after killing the blokes on the railway platform. Uzis or Mini-Guns come in useful, as does a Flamer if the other agents catch up with you.

1 You start at the north end of the map — head west to the train station.

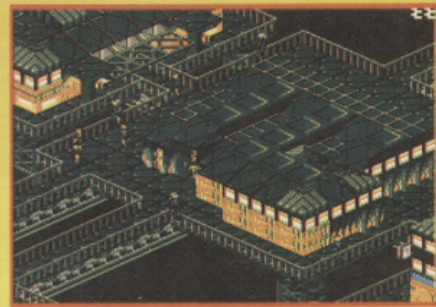
2 Wait for the train (it takes a while) — you may be attacked by enemy agents during this time. Get on the train (after it's stopped).

3 Get off at the southern station and kill the guards on the platform with a long blast of Uzi/Mini-Gun. Nick their Long Range rifles and pick off the guards around the gate just to the south, then go through and up the stairs to the right.

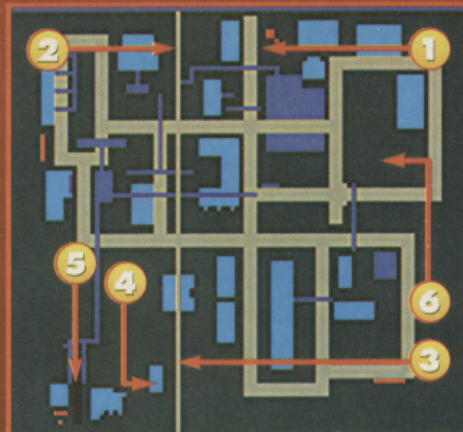


4 If any enemy agents are following, hide round the corner and frazzle 'em with the Flamer!

5 The second reporter is protected by a bodyguard. The best way of dealing with the latter is to pump up your Perception level and shoot at him first with a pistol. As this knocks him away from the reporter, you can then move round so the journalist isn't in the line of fire, and blast the bodyguard with the Uzi (you can even pump up the drug levels and leave your agent to get on with it).



6 Leaving your hostages in the buildings, get your third agent to head for the evacuation zone.

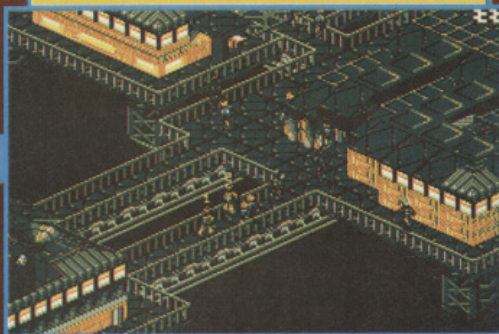


5 Assassinate the target with a Long Range rifle (he usually hides at the very edge of the playing area). He may make a run for it to the east — if so, chase and kill him.



After the assassination, get back on the train or walk back to the north. Stay on the upper level and head for the evacuation zone.

5 With the third agent, clear the area of cops and enemies to create a safe path for his comrades.



6 March the hostages back to the evacuation zone.

ARABIA

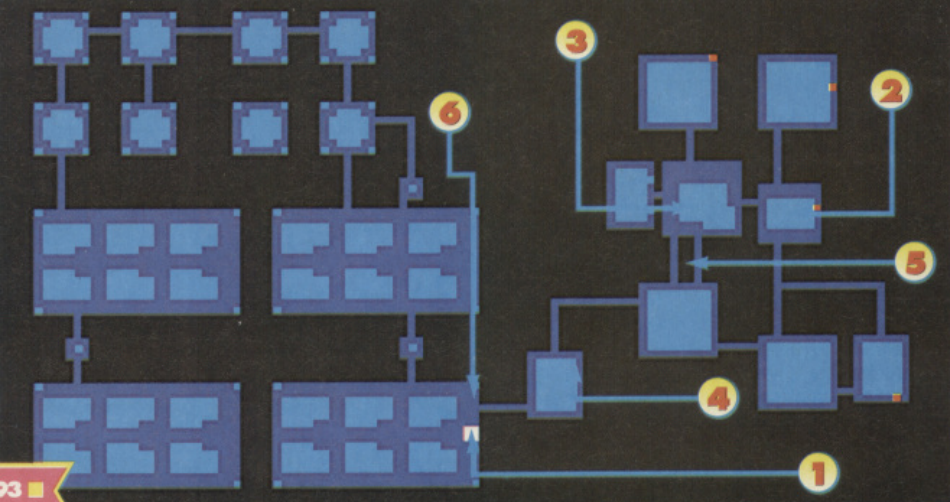


You have to abduct two journalists from inside buildings. The mission briefing recommends two agents with Persuadertrons for this, but you could easily get by with one. Another agent comes in handy, however, to clear

the place of cops and enemies who might shoot at the hostages. It's not half as tricky as it sounds. The only real problem is that one of the targets is protected by a bodyguard — you have to be careful to kill the latter without harming the reporter. As there aren't that many enemies — and you're advised to only draw weapons if fired upon — you only really need a couple of Uzis. Of course, you need at least one Persuadertron to capture the targets.

1 From the start, head down the ramp to the east.

2 If any agents are outside the building containing a target, kill them before entering and persuading the reporter.



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Playing Tips!

THE LOST VIKINGS

Oh
yeaaaah!
Hello fans.
Yes it's me,
the great Milo
the Molo is
back. I got a little
bit of time off
Image Scanning so
I've returned with
some more
ergonomic solutions
to *The Lost Vikings*.
Just follow the
instructions on
the maps and
you'll show
them Vikings
the way
to go.

THE NAUGHTY NORSE GUYS



colleagues.

E ERIK RUNNING.
Maybe he's
embarrassed about that
naff ginger beard, but
Erik can't half run around
much faster than his



can't play the guitar, though.

F ERIK JUMPING.
Looking like
something out of ZZ Top,
Erik can jump to the beat
to clear hazards and
gaps. Thank Odin he



comrades behind.

A OLAF SHIELD AHEAD.

The tubby guy's shield
is thick enough to resist
even laser bolts,
protecting him and his



down long drops. Talk about defying
gravity!

B OLAF SHIELD ABOVE HEAD.

When the fat fella holds
his shield above his
head, he hang-glides
across gaps, or safely



behind force-fields. If he fires two
he gets a pint of cider — only
kidding!

C BALEOG ARROW.

His secondary
ability, this is useful for
bumping off baddies
from distance, as well
as hitting switches



when doing this, so he can slash
away in complete safety.

D BALEOG SWORD.

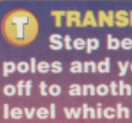
His mighty blade can
scythe the most baddies in
half with just a couple of
blows. It's best to hide
just behind Olaf's shield



crumble into dust, enabling albeit
painful passage through walls.

G ERIK'S SUPER RUN.

The bearded ZZ Top
lookalike gets down to
some real headbanging.
When he butts his bonce
against bricks, they
bonce into dust, enabling albeit
painful passage through walls.



means.

T TRANSPORTERS.

Step between these two
poles and you'll be whisked
off to another part of the
level which cannot be
reached by any other



THE PILLAGING GUIDE TO CRACKING HEADS!

Here's the deal to using these well fruity maps! There are codes on the maps ranging from A to G. These correspond to each individual Viking and each move they make. See overpage for the full list of them. Anyway, just change into the relevant Viking, at the relevant place on the map and do the relevant task and whey-hey! The easy way to conquer pillage and, well perhaps not!

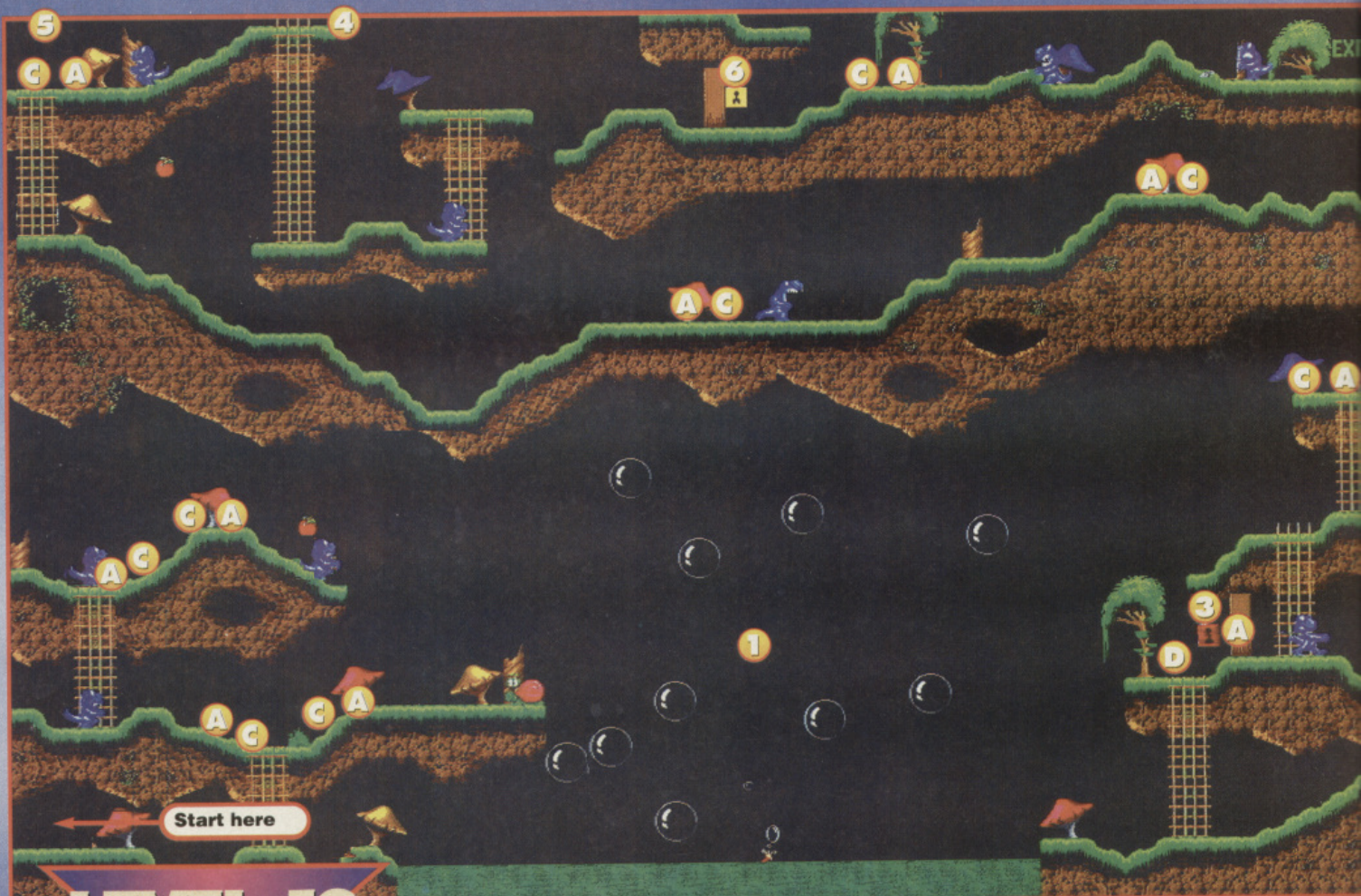
LEVEL 9

Playing Tips!

PASSWORD: CVRN

1. Collect red key.
2. Use the red key here.
3. Collect this key.
4. Use the yellow key here.
5. Collect the blue key.
6. Use the blue key here.
7. Collect the smart bomb, but be quick.





LEVEL 10

PASSWORD: BBLs

1. This is a very tricky part, all you have to do is time your leaps across from bubble to bubble.
2. Collect this key.
3. Use the red key here.
4. Float down here and press the E key to activate the smart bomb.
5. Collect the yellow key.
6. Use yellow the key here.

LEVEL 12

PASSWORD: QCKs

1. Collect this key.
2. Use the red key here.
3. Collect the yellow key.
4. Use the yellow key here.

ERIK THE SWIFT

Age: 19

Height: 5'8"

Weight: 160lbs

Speciality: Fast running, jumping

Equipment: Running shoes, a strong head

Erik is the fastest of the three Vikings, and the only one who can leap over gaps. He also comes in handy for knocking down walls by headbutting them at speed! His weakness is his vulnerability to baddies, having no shield or weapons.



Playing Tips!



OLAF THE SCOUT

Age: 23

Height: 6'2"

Weight: 320lbs

Speciality: Defence

Equipment: Shield

Although Olaf cannot kill baddies, his hefty shield stops them in their tracks. It also repels laser bolts, allowing the other two Vikings to get safely past. When he lifts the shield above his head he can hang-glide safely down long drops, or let Erik jump on it to reach higher platforms.

BALEOG THE FIERCE

Age: 25

Height: 6'0"

Weight: 220lbs

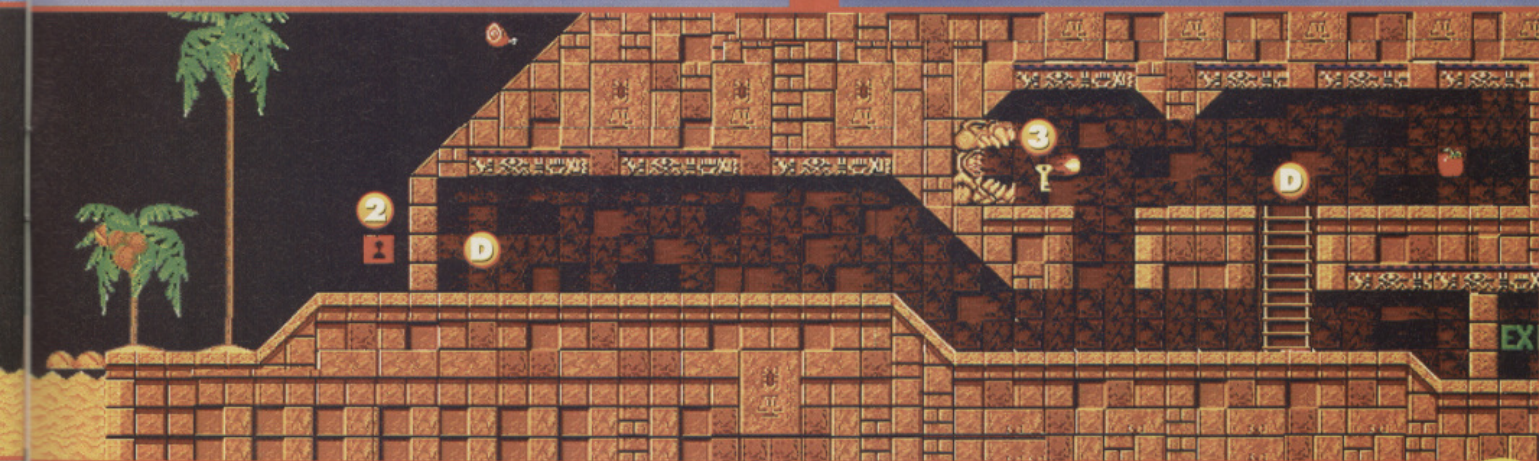
Speciality: Combat

Equipment: Bow & arrows, sword
Baleog can kill most enemies with two swings of his sword, or by firing arrows at them. The latter can also be used to activate switches — even if there's an electric field in the way. Though brilliant on the attack, Baleog isn't too good at defending himself, so it's a good idea to hide him behind Olaf's shield when fighting fiercer baddies.

LEVEL 11

PASSWORD: VLGN

1. Break this lock and talk to the women.
2. Collect this key.
3. Use the red key here.
4. Push the block to the left.



Playing Tips!

WARZ

Messengers of Doom

Last month's tips got you started in this epic adventure. Still stuck? — well here's some more...

1 ZACH'S ISLAND

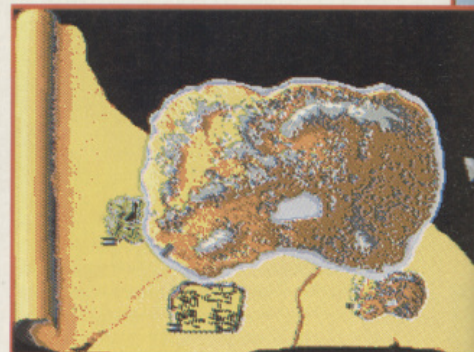
Go right through the town to the library at the extreme NE: pick up the the fortress parchment. Kill as many enemies as possible (to gain money and experience). Buy arms, helmets, food. Recruit if necessary, eat and sleep to recover psychic strength. Return to the harbour in the direction of the fortress.



Extract from 'Jon, my life and work':
Schlounz : physical regeneration
Ghoslan : psychic regeneration
Clopates : invulnerability

2 AKEER'S ISLAND

Follow the wall on the right trying to keep moving E all the time. Fights the skeletons. Passage to the S: there, pick up treasure in the cul-de-sac to the E. Leave the passage again, continue E then S. Large room: take the extreme SE, then S, E, and corridor to the N to activate two handles — one on the right wall, one on the left.



Continue due N into the passage, follow the corridor into the large room: activate the handle on the wall to the N. Leave the passage again, take the extreme SE, follow the corridor and pick up treasure, skull and arms. Return to the landing stage. Return to the town.





3

ZACH'S ISLAND

Buy fighting gear, arrows and as much food as possible, because big fights are coming. Buy two monk's habits and five fur coats from the clothes shop (not far from the harbour, in a road leading to a little square to the N). Go to the library and examine a parchment on potions. Go to the bank (W of the library), enter the street with guards. You must kill all the guards in one go (you can't make a return trip), using arrows and spells. Take the door opposite: pick up 100,000 po. Deposit 10,000 in the bank (on the other side),

Go shopping: buy a magpie, a monkey, an eagle and a parrot from the pet shop (extreme SE of the town). Opposite is a super-armourer: depending on your budget, buy arm(s), helmet(s) and shield(s). Go down to the S, after the bend. Buy 5 ropes from the shopkeeper. Move W, buy potions for the 'troublesome priest' (Humbolg) and 'ent reviver' (Jablou). Continue to the W, 3 crossroads: N, then W, then first E. Kill the giant-guard (difficult). If necessary, regain strength because there are more fights to come.

Enter the 'Blue Velvet' nightclub (only open at night): thrown in prison. Release the magpie through the bars: pick up the key. Open the cell. put on 5 monk's habits. In the fortress

take the passage (open between midnight and 4 am). pass the monk. Enter the sacrifice. Recover the prison key from the monk's belt.. Leave the passage again. Find the invisible wall and cross it (where one of the characters notices a draught). Leave the prison. Fights with guards. Return to the harbour. You will need at least 10,000 po and an iron shield. Take the boat for the island where you started.



5

JON'S ISLAND

In the mountains you must put on the fur coats (take off armour) and attach the ropes to avoid falling. Move E. Pick up the cauldron in the snow. Set off again in the opposite direction following the mountain road along the precipice. Go into the

mountains. Find the rhinoceros. Kill it and take its horn.

Return to the landing-stage. Select mountains, landings-stage to NW. If necessary, make return trip to the town for 'repairs'.

On leaving the harbour, travel E. Follow the coast, then take the passage to the W. Fight with two giants. Pick up the living sword in a mountain hollow. Leave the passage again.

Continue northwards, At the end, find a priest in a cul-de-sac. Prepare the Humbolg potion and give it to him: pick up the tree-island parchment. Return to the harbour. Select the tree island. If necessary, make a return trip to the town for 'repairs'.



Playing Tips!



4

IRVAN'S ISLAND

Go extreme E. Follow the E coast, find a magician. Give him 10,000 po, then send out the eagle: pick up the mountain parchment. Return extreme W, along the coast, find the standing stones, continue to the W end. Pick up the relic at the foot of the standing stone. Golem wakes up, kill him (most spells won't work on him). Turn round and fight Golem a second time. Return to the harbour. In the direction of the mountains, take the landing-stage to the S.



Playing Tips!



6 JON'S ISLAND

In the mountains you must put on the fur coats (take off armour) and attach the ropes to avoid falling. Move E. Pick up the cauldron in the snow. Set off again in the opposite direction following the mountain road along the precipice. Go into the mountains. Find a rhinoceros. Kill it and take its horn. Return to the landing-stage. Select mountains, landing-stage to NW. If necessary, make a return trip to the town for 'repairs'.

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Continue northwards. At the end, find a priest in a cul-de-sac. Prepare the Humbolg potion and give it to him: pick up the tree island parchment. Return to the harbour. Select the tree island. If necessary, make a return trip to the town for 'repairs'.



7

THORM'S ISLAND

Put on the pendant recovered from the dead woman. Take the crossroads to the left, then to the N, and second on the right. At the end, find an ant. Prepare the 'Jablou' potion and give it him to drink: pick up the pendant. Go down to the S again, then to the W and enter village. Visit the huts: two open huts give various information. Return to the harbour, take the extreme E. Fight with Ewoks. At the end, pick up the relic. Return towards the harbour. Take N-E-N-E, follow the road: at the end is a stone druid. Place the horn on it: it wakes up, then give it the iron shield: pick up the magic shield (protects against fire). Turn round. At the crossing, go N then E and first N. Fight with monster. Take first W. Negotiate the labyrinth, avoiding false trails and aggressive eagles, to arrive close to the dead woman at the end to the W. Collect the key to the town hall from around her neck. Return to the harbour. Hurry.



8

ZACH'S ISLAND

Go to the town hall (extreme NW). Enter the town hall and pick up the idol. Go to the temple (W of the bank) and give the idol back to the monk: pick up the Air Elemental pendant. Go onto the bank and draw out money. Buy arms and food. Eat and sleep.. Keep 7,100 po, then return to the harbour. Go to the fortress.



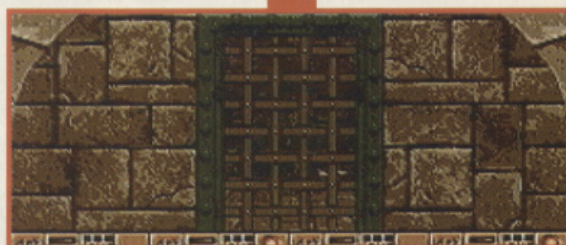
Ill winds, brothers. The Idol has been stolen. Great use to the congregation! We shall fast and sing praises for a decade that it may be restored to us.

Playing Tips!

9 AKEER'S ISLAND

Follow the left-hand wall, always moving N as far as the passage. In the circular corridor, take the invisible wall to the N. Follow the corridors and enter the flooded area. In the maze, keep taking the corridors to the N until you leave the catacombs. Find three weighing scales. Put EXACTLY 3,500 po on the first two scales. Return to the catacombs. The water should have disappeared. Take the second to the SE. At the end, follow the small underground passage.

In the large room, activate the handle at the SE end. Take the treasure at the NW end. Put on the Air Elemental pendant. Continue to the NE end. Take the first turning to the right. Fights with mummies (fire-cloud and lightning are effective). At the very end, to the S, pick up a skull. Return to the N. Take the access to the E. Stop in front of the wall, take the invisible wall to the S: pick up treasure and skull. Return to your initial position in front of the wall. Cross the invisible walls, still moving E. If blocked, take a side step to the S then continue E. Enter the prisons (you can find other treasures if you pass other invisible walls at the end of the maze).



Follow the corridor to the E, kill the lion-guard. at the eastern end, click the prison key in the lock: all the cells will open. Turn round. In the first cell to the right you can find treasures behind an invisible wall. In one of the cells is a blind girl. You must recruit her, so you must dismiss one of the characters (archer or warrior). In the second cell to the S, starting from the W, is a secret passage through an invisible wall. Follow the corridor and enter a vast

room. Beware, this area is cursed: some characters will be inverted. To un-invert them, you have to cast the curse-lifting spell.

Go to the middle of the columns and pick up the living sword. From the centre make return trips to the N, then S, then W. At the end you'll find either invisible walls with treasures or a secret passage (click on the plate in the middle) with a handle to be activated. Lastly, take the passage to the SE (beware of the hooks in the ceiling), pass the door, follow the corridor to the S. In front of the grille, release the monkey: open the passage. Reach the landing-stage. Select the entrance to the fortress again.



10 AKEER'S ISLAND

Return SE to the corridor with handles (see above). Go due N into the passage and follow the corridors to the W. Beware of the destroying wizard of chaos (prepare psychic protection). Kill the wizard. Pick up treasures and skull.

Return to the passage entrance. Take the corridor to the SE. Beware of the dangerous magician. Kill the magician, Secret passage in one of the walls: click on the button under the eagle-heads. Continue along the corridor to the N. Place the 6 skulls on the 6 scales. Continue along the corridor. Kill the guard. Pick up the relic.

Return to the landing-stage. Re-enter the town.



Playing Tips!

Lemmings Lifeline™

Another month, another magazine, another two levels of *Lemmings*... this time it's *Lemmings 2* — *The Tribes* that falls under our fabled fairylight. Alex Wood of Bath, Avon is stuck in Beach World Level 2, *The Barley Mow*, while Gavin Barnes of Erdington, Birmingham can't get past *Outdoor World Level 1*, *Pa-tent-ly Obvious*. Many thanks guys, we hope these solutions help you both, and anyone else who's stuck on those levels. If you're pulling out your green hair, considering throwing yourself off a cliff or ready to take a long walk into a lake of green gunge, don't do it — write to *Lemmings Lifeline*, AMIGA FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW. Remember we need the name of the game (*Lemmings*, *Oh No! More Lemmings* or *Lemmings 2*), the level you're stuck on, and (where applicable) the level code.

1

Just below the highest point reached, turn a right-facing Lemming into a Platformer.



2

If they get stuck, use a Twister.



THE BARLEY MOW

(*Lemmings 2*, Beach Level 2)

This level appears huge, but looks can be deceptive... if solved correctly, the right-hand side of the screen isn't used!



1

Blow a Jet Packer over the yellow and green umbrella.

2

Pour glue here to fill two holes...



3

...and here...



PA-TENT-LY OBVIOUS

(*Lemmings 2*, Outdoor Level 1)

Bit of a tricky one, this — there are several ways of doing it, but no single, perfect way that succeeds every time without going wrong. This way works and you can usually use spare icons to get you out of trouble if things go wrong, so use your common sense...



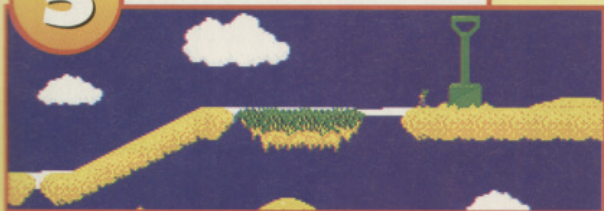
4

...and here.



5

Let the Lemming hit the spade and turn.



6

Bash here. You may need to do it twice if your first attempt only scuffs it, but make sure you're left with at least one Basher.



7

Throw a Grappler here to stop the Lemmings walking off the platform and falling to their deaths. This Lemming's job is now over — he'll head for home.



8

Blow a second Jet Packer over the red and white brolly...



9

...and Laser Blast here.



10

The Lemmings now march for home.



11

Bash through the brolly and you're home.



3

Towards the start of the platform, place a Stacker.



4

Keep filling it with sand until they reach the higher part of the hill...



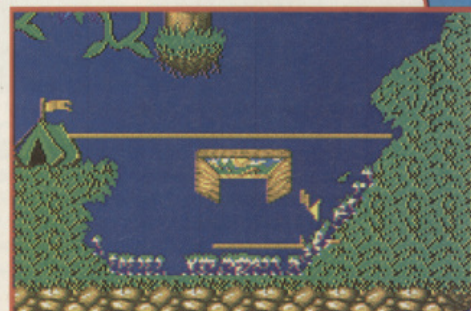
5

...then make a platform going left. Replenish as needed.



6

When the platform's complete, blast away the hanging part of the hill with Twisters and the fan.



7

You may have to repair the end of the platform, but the Lems should now make it.



Playing Tips!

Watch out Saddam, here comes the AMIGA FORCE reinforcements. Many tanks to Empire for these terrific tactical tips!

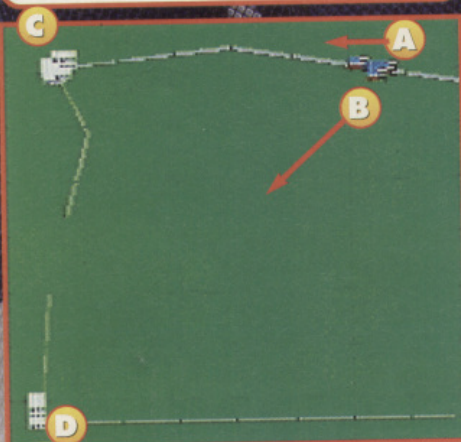
ISLAND 1: FAILAKA

BATTLE 1

■ Choose the top-left battle area to start. The aim of this scenario is for the player to track a convoy heading from a chemical weapons store in the northern village to a warehouse in the southern village. Then all that's needed is for the player to destroy the two buildings concerned. So, head one group down the main road to northern village, and another group diagonally across country to the village in the southwest. After a few minutes you'll spot a group of vehicles leaving the warehouse in the north (it's the most northwesterly



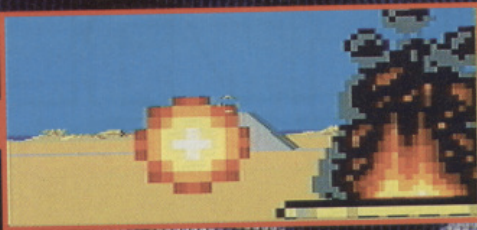
building in Az Zor). You can then destroy the building, but leave the vehicles. Your unit in the north should now be used to stop any Iraqi forces from entering Az Zor. This is quite simple, particularly if you use your engine smoke. By the time your other unit reaches Saad Wa Saeed in the south (lay up on the edge of a nearby tree line, or you'll get shot at frequently), you should have just enough time to spot the convoy turning into the second warehouse from the south of this village. Destroy that warehouse (NOT any other) and you've won !!



A - Ikaros
B - SA9 Gaskin Missla Area
C - Point at which to launch assault on Ikaros
D1/D2/D3 - Suggested locations for defence

A - One Unit
B - Another Unit
C - Destroy warehouse in NorthWest
D - Destroy second warehouse from the South

WAR IN THE GULF

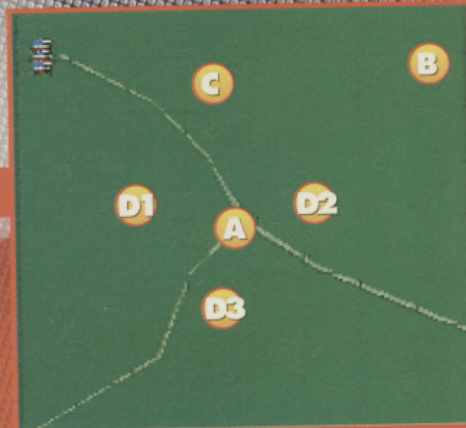
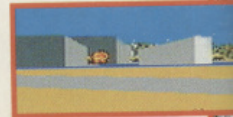


BATTLE 2

■ The battle area in the top right of Failaka Island can be accessed next. The aim here is to get all the Iraqi forces out of the archaeological site of Ikaros at the centre of this area. You must then ensure that no forces re-enter. Finally the player must locate a group of Gaskin missiles in the northeast of the area.

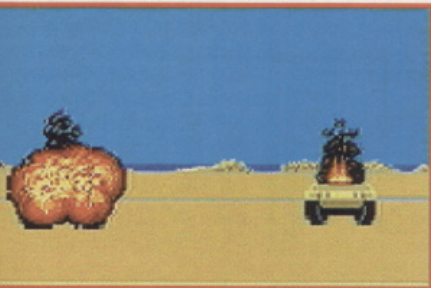
One grave complication about overrunning Ikaros is that if any buildings are destroyed, you lose the battle. To avoid the Iraqis taking pot shots at you (and thereby possibly causing collateral damage) you could well attack them from very long range using TOW missiles. If you do this from far enough away, you can destroy the forces in Ikaros without any shots returned.

Now, the best way of preventing further reoccupation of the site is NOT to stick your forces in the middle and wait for a response. That way there certainly WILL be collateral damage. So it's best to set your forces on the edge of the forests surrounding Ikaros (maybe three groups), and await to ambush forces as they try to re-enter. In the meantime your fourth unit can search for the missile site, which is to the northeast of the northeasterly forest in the area. In all, if you hold out for 30-32 minutes from the start of the battle, you'll have won.

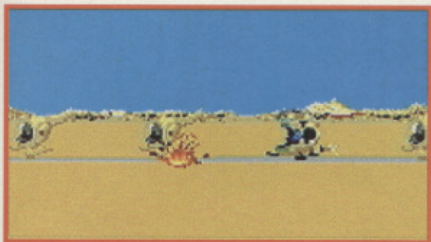


BATTLE 3

■ The final battle area of Failaka Island is the southeasterly part of the island. You have to provide protection for a group of support vehicles which arrive at the southern village of Failaka after 16–18 minutes. Prior to this you should have cleared the road to the north from the village. Another aim is to destroy the helicopters in the northern airfield.



To clear the northern road, send three of your units to the forest edge opposite the three locations where you have been told there are Republican Guard roadblocks. When all three groups are in place, launch a simultaneous attack on the three roadblocks. It should be quite easy to destroy all three units. Now, use forest cover to take two of your units south to defend the convoy in Failaka. If you place one unit to the northwest of the village and one unit to the east of the village, you should be able to provide satisfactory cover.



At some point your fourth group will have to launch an attack on the northern airfield. Set this group up in forest cover opposite the middle of the airstrip, and aim to destroy the attack helicopters in the middle of the strip as soon as you can. If you have any difficulty with a counter-offensive launch as a result, your third unit should be free to help.



A – Airfield
B1/B2/B3 – Three ambush points to take up marked with X
C – Failaka village

ISLAND 2: BUBIYAN



A – Police Post
B – Bridge
C1/C2 – Defensive position for bridge
D – Offensive on Police Post

A/B/C/D – Best position for players four units
E – Convoy on road

BATTLE 5

■ This is quite a tricky battle to get correct! You must protect a convoy which is plying the road from north to south and back, from attacks from the west of the battle area. With four units, your best approach is to put each unit at roughly equidistant position from north to south to defend the convoy. You can provide adequate defence by standing still so don't try and escort the convoy. The units should be to the west of the road, on the eastern end of the minefield.

You're now obliged to keep a very close eye on marauding attacks from the west. If you keep aware of any activity on your map display you should immediately respond. It's also fruitful to just scan the battle view, to keep an eye out for enemy activity. If you are aware of the position of your convoy, so able to note where the most danger lies at any moment, you're able to provide protection without losing any vehicles. It can certainly be done!

A – Position of unit to defend Eastern escape route
B – Reconnaissance position



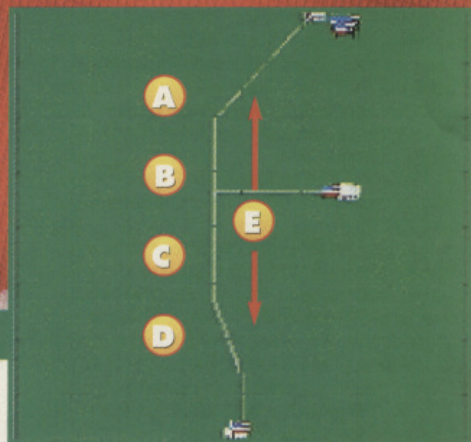
Playing Tips!

BATTLE 4

■ The first battle on this island is relatively simple. You must take all of your troops over the bridge, and in the process destroy all of the groups defending the bridge area. You must then await attacks from the south, while ensuring that all your forces are hidden from view of the troops from the south. Set two units in the camouflage of the forests just to the northeast and northwest of the bridge. These should be able to dispose of any southern troops.

The other two units should then try and attack the police post in the north. The best route to take is to veer to the west, using forest cover to come the post at close range from the west.

If you've destroyed all opposition at the post, you'll win if you hold out at the bridge for approximately 30 minutes after the start of the battle.



BATTLE 6

■ You have a series of objectives in this battle. Firstly, you must prevent any breakout of Iraqi troops to the east, so position one unit at the easternmost end of the east road, and make sure that all activity on that road is stopped.

Secondly, you have to search for two vehicles hidden in two separate buildings. In this battle area each forest has a building to the south of it. There is no need to destroy a building to find if there is a tank inside — you can use the infrared sensors, which tell you on a quick scan. This proves very useful, because half of the buildings cost YOU money to destroy, and the last thing you can afford at this stage is to lose money. On the other hand, make sure you DO destroy any building (eg radar tower, satellite dish or comms tower) that will gain you money — you need it all!

So, you just have to search every building in the area for hidden vehicles (note that they're randomly hidden in different places every time you play). If you keep to the edges of the battle area as much as possible, you also avoid a proportion of enemy counter-attacks. Once you're ready, make sure you can reach the rendezvous point at the designated time. The location is just to the east of the most southerly forest. If you happen to destroy the three radar towers before the end, you'll make even more money!!

Playing Tips!

GENERAL POINTS

■ When you first start to play *War In The Gulf*, it all looks pretty complicated. There are four windows on the screen, and you have control of up to 16 tanks. People who just pick up the game find that they kill tanks on their own side before they even meet the enemy! It's therefore important to get used to the feel of the game before expecting to beat the hell out of the opposition. The best way to do this is to play the demo scenario, and make sure you follow everything that goes on. Within half an hour, you'll find that the control mechanism is surprisingly easy and intuitive to use.

There are a few general points to remember when playing the game. M1 tanks have much more armour than any other vehicles on your side, so ensure that some of your units are entirely made up of M1 tanks. These should be used for raiding missions, with the very powerful TOW missiles available on your other vehicles kept further away from trouble. This makes sense, because the TOW missile has a range of about 4km.

If you find that the opposition are destroying you too easily, there are a number of things you can do:

1. Using your ENGINE SMOKE makes you a much harder target. The Iraqi vehicles have very inferior infrared imaging, and so have no firm target to shoot at. There's nothing to prevent you from using engine smoke most of the time, so keep it turned on as much as you want. This may mean that you need to use INFRARED imaging, particularly if your view is obscured by clouds of smoke.
2. Normally the opposition unit which is firing at you will be marked on the map display, so as soon as you're receiving incoming fire, try and identify where it's coming from. Once you've been spotted it's often more effective to destroy the opponent than to run away!
3. Use the areas of the forest, particularly the tree line, to move in if you can. If you move your vehicles just inside the areas of forest on the map displays, you can to survey the battlefield while receiving 'terrain protection'. Your vehicles are camouflaged and often the opposition won't be able to spot you against the tree line.
4. Note carefully the aims of the forthcoming battle, and work out a provisional strategy before you start.

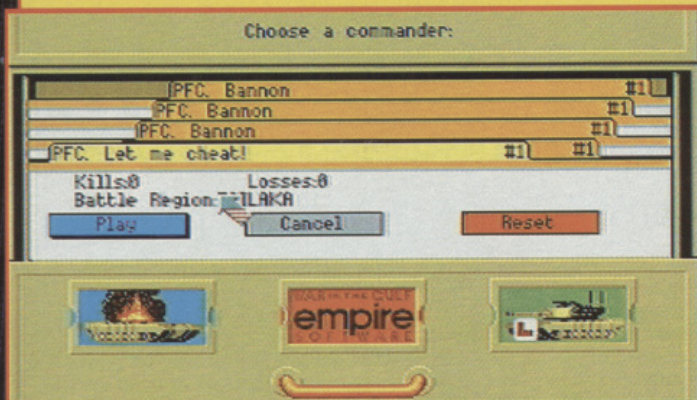
THE ASS-KICKIN' CHEAT

■ On the filing screen, pop up a file and instead of your name type in 'Let me cheat!' (making sure that you include the capital and exclamation mark). Instead of now pressing return, hit the RESET button. The number next to the LOSSES column on the file will now be 1, indicating that you're in cheat mode. Now type your name in and you can get into the game as normal.

When you reach the map screen where you choose which battle area to attack, you're able to get to any of the squares on the map. Basically, if you hold down your right mouse button while selecting which square to go to, you can choose to get to any square on the first island.

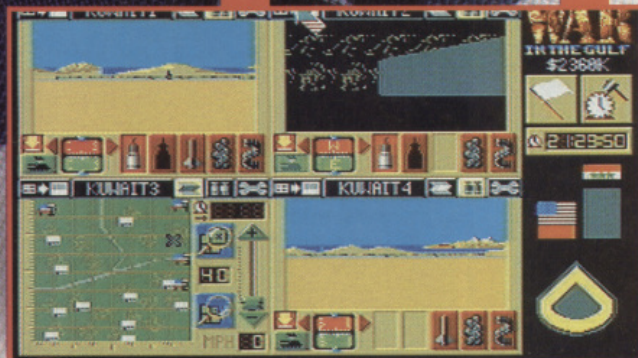
In cheat mode, there are two major facilities available:

- 1 If you press the left Amiga key followed by the number of a unit (1, 2, 3 or 4), that unit goes to the destination specified on its map screen. It's a good technique for moving about quickly in cheat mode.



automatically win. Please note that you get the wrong debriefing text. You can then continue and progress through the game. In this way, you can gradually see all of the battle areas in the game if you wish.

2. If you go onto the map screen during a game, and select a destination using the mouse, then press the left Amiga key followed by the number of a unit (1, 2, 3 or 4), that unit goes to the destination specified on its map screen. It's a good technique for moving about quickly in cheat mode.



TIPS BITS

Welcome, tipsters and tips seekers! This is the section written by readers, for readers! If you're stuck on any game, simply write in and — if the A-Team can't help you — other readers may be able to offer enlightenment. If you've got any answers to queries raised here, or any great new tips, please do send them in. The best tipster each month wins a 12-month subscription (if you already have one, we'll extend it!). All the other tipsters' names go into a hat and the one drawn out also wins a subscription. So get writing to: **TIPS BITS, AMIGA FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW.**

FLASHBACK

Q I am having problems getting anywhere on *Flashback*. If anyone has any codes for the UK version, I would appreciate their help.

Chris Slim, Loughborough

■ Lucky for you, D S Maguire from the Isle Of Wight sent in all the codes for the legitimate UK version of *Flashback* — not the dodgy one which other mags have printed codes for! Look in this month's Cut-Out 'N' Cheat section (below!) for all 21 UK codes.

SLEEPWALKER

Q I am stuck on *Sleepwalker* Level 1. I can get the letters, but I do not know where to go after that. I have had the game since Easter, please can you help me?

Kevin McDaid, Inverness

Playing Tips!

■ Ah, if only you'd have bought *AMIGA FORCE* Issue 4, you'd have seen our illustrated tips for the first two levels (followed by Level 3 in Issue 5)! Anyway on Level 1, you have to guide Lee safely to the very bottom-right of the extensive playing area. Collecting all the letters activates the end-of-level bonus game.

EYE OF THE BEHOLDER ■ A-TRAIN

Q Help!!!! I have been trying for ages to get onto Level 3 of *Eye Of The Beholder*. I am stuck on a part of Level 2, with the room full of travel markers and passages.

Also, are there any cheats for *A-Train* that will give infinite money?

Jonathan Couch, Scunthorpe

■ Sorry, we can't help with either game Jonathan. But I bet someone out there can. We'd particularly like a full *Eye Of The Beholder* solution please, so anyone reading this, write in now!

CUT OUT 'N' CHEAT!

STILL SEARCHING THROUGH OLD MAGS FOR THOSE CHEATS YOU NEED NOW? — CUT IT OUT! 'COZ THAT'S JUST WHAT YOU CAN DO WITH THESE HANDY CHEAT CARDS! SO GET SNIPPING!

battle valley



heavers



dogs of war



dragon's lair



exolon

EXOLON

fire and ice



flashback



guy spy



humans



Playing Tips!

MAGICLAND DIZZY

Q ■ I was reading back issues of your magazine and I was looking in Tips Bits and I thought that I would help out Mrs M Beckett of Arbourthorne (Issue 5). Here's the complete guide to *Magicland Dizzy*.

To rescue Dizzy's friends...

Dora: Take the key to the castle, then get the power pill, which kills the ghosts. Get Dora Frog and take her to the castle and give her to the prince.

Denzil: Use the handle to get the bucket, walk right and fill the bucket with hot water. Find the stick and dagger. Use the dagger to cut the goat's rope before hitting him his behind. He then knocks the troll off the bridge. Take the hot water and throw it over Denzil. Take the personal stereo to the Poet, then take the pipes down the well. Use the pipes and the rat falls into the water. Get the sticky stuff and the lamp from the well, use the sticky stuff on the sword and, Bob's your uncle, you're the King. **Dozy:** Take the lamp, cloth and lightning rod. Put the latter on Dozy and rub the lamp.

Dylan: Cut a leaf from the bush with the dagger. Get the witch's cat, the burning torch from the Ice

castle and the poisoned apple. Give all the ingredients to the witch, who gives you the weed killer to use on Dylan.

Daisy: Take the cross and 'Drink Me' bottle. Holding the cross, the Vampire goes the opposite way to you. Give Daisy the 'Drink Me' bottle to shrink her.

Grandpa: Go to the chess board as King, take the queen. Next screen is Grandpa. The moves are reversed on the chess board. Go to the volcano and talk to the Devil, who gives you the trident — use it to kill Zacs. He gives you the ring, give it to the Devil and finally collect 30 diamonds (Phew!).

Mark Well, Rhosadfan, Caernarfon.

CHEATS NEEDED!

Q ■ Please could anyone tell me any cheats on the following: *Silly Putty*, *Asterix*, *BC Kid*, *Kid Gloves 2*, and *Great Courts 2*

[do you mean *Pro Tennis Tour 2*? — Ed?]

Vinod Lalji, Bolton

■ Thanks for all the tips you sent, Vinod — we used many in the Cut-Out 'N' Cheats. It makes us feel all the more guilty that we can't help you with any of your queries. Surely some other helpful reader has the answers?

INDIANA JONES AND THE LAST CRUSADE: THE GRAPHIC ADVENTURE

Q ■ Can you please help me out? I am stuck underground and Indy won't jump in the water, the man and woman won't give me the wine bottle and I can't lift the slab. I can't get through the grating and I can't pick up the torch! HELP!

Simon Hurst

■ Flippin' heck, I'm sure I got past this bit once, but it was so long ago I can't remember how to do it! Can anyone whip out the answer (no hat required)?

LURE OF THE TEMPTRESS

Q ■ Several of our readers sent in full solutions after requests for help were printed in earlier issues. Our thanks to Kez Smith of Willenhall, Mr A Hill from Hull, and Martin Harber of Littlehampton for compiling this solution for you all to feast upon...

battle valley

ELITE

Before playing, type
ROGER MELLIE
THE MAN ON
THE TELLY
for infinite tanks.



More crazy coupon capers... these new-look cheat coupons are good, aren't they? They're ideal for cutting out and putting with the relevant games — very handy! Thanks to all the readers who sent in tips. If you've any cheats, level codes or secret subgames, let us know. We're always on the look-out for more material.

exolon

NEWSON

Enter your name as
AD ASTRA
on the high-score table
for a big surprise.

dragon's lair

EMPIRE

Hold down Esc, R, /,
L, N, 7 then fire to
see the game being
completed.

dogs of war

ELITE

Before starting, type
TIMBO
and then press F5 for
infinite lives.

beavers

THALAMUS

Some passwords for this
cute little platformer:
Level 1 — ZEGOOLO
Level 2 — MRCLINK

humans

MIRAGE

Level codes:

- | | |
|--------------------|------------------|
| 1 — Darwin | 11 — War war war |
| 2 — Andy Pandi | 12 — J McKinnon |
| 3 — Get a life | 13 — Unlucky |
| 4 — Carlos | 14 — Blue Monkey |
| 5 — Howie | 15 — Red Dwarf |
| 6 — Mooble | 16 — Bad Taste |
| 7 — CSL | 17 — The kitchen |
| 8 — The humble one | 18 — CJ |
| 9 — Pixie | 19 — Sort it out |
| 10 — Milestone | 20 — Smart |

guy spy

READYSOFT

Type in
GETVONMAXGUY
then return then F1 to
see the game being
completed.

flashback

US GOLD/DELPHINE

Here are all the level codes
for the OFFICIAL UK version
of Delphine's classic:

Level	Easy	Normal	Expert
1	WIND	FIRE	MINE
2	SPIN	BURN	YOUR
3	KAVA	EGGS	LINE
4	HIRO	GURT	NEST
5	TEST	CHIP	LISA
6	GOLD	TREE	MARY
7	WALL	BOLD	MICE

fire and ice

RENEGADE

Type
COOL
whilst playing to
activate a handy
cheat.

Escaping From The Skol Prison

As soon as you start, walk over to the flaming torch on the wall and get or pull it. The bed of straw below catches fire. Walk to the top-left corner and wait for the guard to enter. As soon as he has, leave the cell and close and lock the door. Talk to the prisoner hanging on the wall and he says he wants some water. Leave the room by the right door and enter the Guard Room and get the knife on the barrel. Look at the barrel to find a tap. Go over to the right of the screen and use the knife on the sack and get the bottle. Return to the barrel and use the bottle on the tap. Leave, and enter the Torture Room. Use the knife on the leather cord to free Ratpouch. He now follows you. Go back to the outer cell and give the bottle to the hanging prisoner, who tells you how to escape. Tell Ratpouch to push the bricks on the wall and go through. Follow him and you end up in the town.

Rescuing Goewin

You need to find the blacksmith, Luthern. He's in the forge in Smithy Street — you'll hear him when you get near the forge. Enter and pick up the Tinderbox and talk to Luthern, tell him about Wulf and he gives you some information. Leave and walk around the town and talk to everyone you meet about Goewin. Find the man in the long green coat and ask about a

job. He gives you a metal bar to take to the shopkeeper in the market place, where you're rewarded with some cash. You're also be given a blue gem and a chain. Take this gem to the barmaid at the Magpie bar and you get a flask of ale.

Go and find Luthern and tell him about Goewin. He tells you to find Grub: he's sitting in the Magpie Courtyard. Before you leave, give the flask of ale to Luthern, to get an empty flask back! Leave and find Grub.

Ask Grub about the Dragon and he spins a yarn before giving you a lockpick — give this to Ratpouch. Go to the Severed Arms in West Street and talk to the woman knitting by the fire. She says something about the Wizard and gives you his Diary.

Go to the Wizard's house in the Market Place and tell Ratpouch to pick the lock. Read the diary, enter the house and look at the apparatus on the table, use the Tinderbox on the gas burner, wait for the liquid to boil, then use the empty flask and get the potion. You must leave the house before a guard enters and gives you a good kicking.

Go to Weregate and drink from the flask: you turn into Selena. Walk right and talk to the guard by the town hall door and he allows you to enter. Tell the guards there to release Goewin.

The Dragon's Caverns

Follow Goewin to the herb shop and wait for the

Playing Tips!

potion to wear off, then enter the shop and talk to Goewin. You find that Luthern is plotting against Selena. Find Luthern and talk about his plans — your reply doesn't matter. Exit the forge and find Mallin, who offers you a job: accept it and he gives you a book to take to someone. Instead take the book to the friars at Blackfriars Row. The monks tell you about the Dragon, and the herb mixture needed to control it.

Go to the herb shop and Goewin says she is out of one herb. Find this herb in the flowerbed outside the forge. Return to the shop and Goewin mixes the potion. Now go to Grub and he tells you to look for the cave in Weregate. Go to the Severed Arms and talk to the Barbarian. He tells you the names of the gargoyles outside the Weregate to whom you talk to enter. You're not able to because you're not a woman. Find Goewin and ask her to help, return to Weregate and tell her what to do. The gates open: enter and Goewin follows.

In the cave there are two skulls: look at them both and then pull the right skull. The door opens to the next cave. Enter and Goewin follows.

Look at the next set of skulls — you must look at them both or Goewin can't help. Tell her to go back to the entrance cave and pull the left skull and then



Playing Tips!

the right and come back to the green Cave. The door opens and you enter the Blue Cave. Pull the left skull to let Goewin enter. Now tell her to go back to the Green Cave and pull the left skull and then the right. The door opens to the Dark Cavern.

At this point it's best to save the game because you meet a beast that you have to fight to get into the Dragon's Lair. Pick up the axe and begin the fight. Middle body blows with the axe is about the best way to kill the beast. Walk through into the Dragon's Lair and wait for him to wake, immediately use the herb potion on the dragon before he's able to turn you to toast with his breath. The program may say that the potion hasn't worked but it has. Command him to help you and he gives you the Eye of Gethyn, the only object that can kill Selena. Now exit the caves by turning the left skull of both the Blue and Green caves. Goewin joins you. Now go to Ewan's shop and wait for a guard to appear and enter. Walk up to the window and look through it: you see the guard telling Ewan to help him kill Selena by getting into a barrel so he can be smuggled into the castle. Wait for the guard to leave and enter the shop. Talk to Ewan and say you'll take his place in the barrel. Ewan agrees. Then guards come and take the barrel to the castle.

From the cellar, go to the kitchen and meet a boy

called Minnow. Talk to him and he will help. Get the tongs near the carcass and also get the fat from the carcass. Go back to the cellar and pull the bung on the barrel to the right. Immediately tell Minnow to go to his master and tell him someone's in the cellar. The guard comes, drinks the spilling wine and falls asleep.

Make your way through the sleeping guards in the Hall to the Gate House. Use the fat to loosen the rusty lever. Tell Minnow to pull the lever, and at the same time you must operate the winch. Leave the gatehouse, go back through the hall and up to the second floor. Exit the drawbridge which is now down.

There is a beast standing between you and Selena's Tower. Using the same tactics as before to defeat it. Save the game before you fight.

Once he is dead that's it. Sit back and watch the end sequence and the twist in the tail...

PREMIERE



Q I am in agony playing *Premiere* as I can not kill the gunfighter at the end of Stage One. Please relieve me from the pain and tell me how to give him a kicking-in.

Paul Lee, Sidcup, Kent.

A Thanks for your *Robin Hood* cheat codes, Paul. AMIGA FORCE wasn't even going when *Premiere* appeared last autumn, so I'm afraid we can't help you. I'm sure some clever reader can, though...

CREDITS

■ Our sincere thanks go to everyone who sent in Tips Bits, whether they were used or not. Keep 'em coming — without your input this section would cease to exist!

Also, special thanks to the following readers for providing cheats and codes used in this month's Cut-Out 'N' Cheat section...

- D S Maguire, Isle of Wight
- Vinod Lalji, Bolton
- Tony Kett, Billericay, Essex
- John McGurr, Greenock
- Fitzzy P, Lancashire
- Paul Lee, Sidcup, Kent

TIPS WINNERS

Tipster Of The Month is D S Maguire of Newport, Isle Of Wight for his official UK Flashback code. Remember, the newer the tips you send in, the more chance you have of winning! The lucky lottery winner, picked out of the hat full of tipsters, is Littlehampton's Martin Harber. Both receive a year's subscription to AMIGA FORCE.

jaguar xj220

CORE

Switch the radio on, tune it to 065.4 (the A Team). This will enable you to beat the lap record every time.

humans

MIRAGE

Still more level codes:

- | | |
|------------------|--------------------|
| 61 — Daemonsgate | 72 — Getting there |
| 62 — Big Rab | 73 — Time is |
| 63 — Miami Vice | 74 — Running out |
| 64 — Margaret M | 75 — Lords of |
| 65 — A34732473 | Chaos |
| 66 — Help me | 76 — Now its done |
| 67 — The Exiles | 77 — Im out of |
| 68 — Eightlands | here |
| 69 — Wine and | 78 — Heres to a |
| dine | 79 — Better life |
| 70 — Nin | 80 — Bye Bye Bye |
| 71 — Technophobe | |

humans

MIRAGE

Even more level codes:

- | | |
|---------------|-------------------|
| 41 — Bonus | 51 — Rainbow |
| 42 — Bouncing | 52 — Doody |
| 43 — No money | 53 — Mighty Baz |
| 44 — A S F | 54 — Tired |
| 45 — Vision | 55 — Consolidated |
| 46 — Sisters | 56 — Stay happy |
| 47 — Fast | 57 — America |
| fashion | 58 — Another |
| 48 — Cargo | day |
| 49 — Rab C | 59 — Isolation |
| Nesbitt | 60 — Promised |
| 50 — Rangers | land |

humans

MIRAGE

More level codes:

- | | |
|---------------------|--------------------|
| 21 — Villa 3 Boro 2 | 31 — Raving burk |
| 22 — Early morning | 32 — You got it |
| 23 — Boro 4 Leeds 1 | 33 — Sgnimmel |
| 24 — Easy life | 34 — Ministry |
| 25 — Jims ties | 35 — Mad Freddy |
| 26 — Parkview | 36 — Bizarre |
| 27 — Niceneasy | 37 — Free Scotland |
| 28 — Green card | 38 — Apple juice |
| 29 — Cookie | 39 — Payday |
| 30 — Malcy mole | 40 — Banana moon |

robin hood

MILLENNIUM

Hold the left Alt key and type the following numbers for the given effects:

- | |
|--|
| 378 — Outlaw stag hunting |
| 371 — Outlaw Robin Hood |
| 372 — Outlaw the merry men |
| 828 — Legalise Robin Hood |
| 166 — Maximum heroism |
| 167 — Minimum heroism |
| 213 — Move to island near Little John |
| 214 — Move to the spring near the wizard |
| 659 — Unite the merry men |
| 103 — Force Marion to fall in love |
| 666 — Call a church service |
| 441 — Cycle through the seasons |
| 373 — Put a price on Robin's head |

premiere

DAZE

Type

SPARKPLUGS
on the title screen,
then F1 and F10 for
effects.

nicky 2

DAZE

Level codes:

- | |
|-----------|
| 2 — DRACO |
| 3 — ATIKH |
| 4 — FIRAM |
| 5 — LURNA |
| 6 — PALET |
| 7 — MIURA |
| 8 — SLORY |

nicky 2

DAZE

Press Space during the intro sequence then type DRINN. Keys F1-F5 provide a few welcome extras. Pressing Delete takes you the the next level, and R makes you jump very high.

tv sports boxing

CINEMAWARE

These cheats give you super-powered boxers.

- 1) If you want to manage a boxer but let the computer control your fights, replace the file 'BOXRDATA.BLT' on Disk 1 (BOXING1) with the file 'BOXRDATA.BLT(TYSON)'.
- 2) If you want to manage a boxer and play the fights yourself, replace the file 'BOXRDATA.BLT' on Disk 1 (BOXING1) with the file 'BOXRDATA.BLT(EUBANK)'. Rename the file 'BOXRDATA.BLT(EUBANK)' as 'BOXRDATA.BLT' (AMIGA FORCE cannot take responsibility for disks damaged by misuse of this cheat).

trained assassin

STARBYTE

- 1) Let the demo come up and hold 2, 4, Y, the left cursor key and 7 on the keypad for infinite lives.
- 2) Hold down A, T, full stop, 4 and Enter on the keypad. F1 to F5 now skips through levels.

trailblazer

GREMLIN

On the title screen, hold down Help, I, 1 and 2 and type CHEAT. During the game pressing F3 removes gravity, F5 changes ball shapes, F6 changes the other player's ball and pressing Help gives a laugh.

tower of babel

RAINBIRD

When you're collecting klondikes, turn the grabber to face a klondike and program it thus — FIRE, ≥, ≥, ≥, FIRE. The game registers that two klondikes have been collected instead of one.

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Hey! Do you want the good news or the even better news first? the good news is that from Issue 6 (on sale 20 May), AMIGA FORCE will be published every 4 weeks! No more long waits between issues! No more hair-tearing frustration, yearning for the latest, hottest tips. Nope, it'll be hitting the streets **EVERY** 4 weeks!

The **even better news** is you can get AMIGA FORCE on a low-cost, recession-beating subscription. Not only do you receive 12 issues of the magazine for serious Amiga gamers, you also get **THREE** great Gremlin games (total original value: £74.97) for just **FOUR** pounds extra! It's brilliant isn't it?

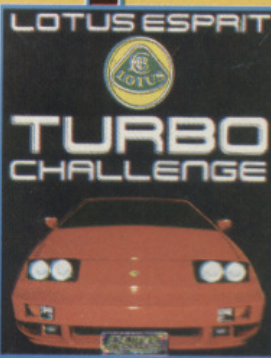
BUT I'VE ALREADY GOT ONE!

■ However, we realise that some of you dedicated gamers may already have one (or more) of the three free games. In this case, you can subscribe — without getting the games — for a special **DISCOUNT** price!

Make your choice (games or not), tick the relevant box in the coupon, fill in your details and send it to Europress Direct (not the AMIGA FORCE editorial office). And may the FORCE be with you...

LOTUS ESPRIT TURBO CHALLENGE

■ Even more playable than its two classy sequels, this is the two-player driving game. The rollercoaster 3-D action is superfast; the competition furious, as you bump and barge past the computer cars and into each other on obstacle-strewn tracks.



THREEBIES!

SWITCHBLADE

■ A cracking arcade adventure with the hero punching and kicking baddies galore as he searches for the fragments of a mythical sword. The innovation of showing unexplored areas as unlit removes the risk of backtracking in the extensive underground levels.



MANIX

■ A souped-up variation of the classic Q-Bert coin-op, this has you jumping around the isometric 3-D blocks to change their colour, requiring a combination of quick thinking and arcade reflexes.



I WANT TO SIGN UP!

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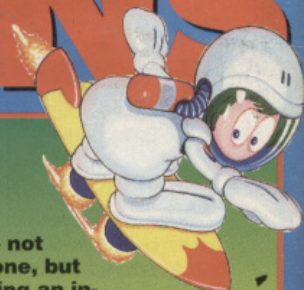
Remember those ace tips cards we gave out last month? Well next month we're giving you two more! We've some more great hints on Team 17's excellent *Body Blows*, and we'll also be taking a look at Electronic Arts' *Syndicate*.



THE FINAL SOLUTION...



Well maybe not the final one, but we're taking an in-depth look at Lucasarts' *Loom*, now a Kixx XL classic. We're also bashing our way through more levels of *Lemmings 2*, giving you the greatest cheats in a handy cut-out-'n'-keep format and generally letting you know what to do, how to do it and convenient ways round it if you fail.



REVIEW REVUE...

We don't like to make definite promises about what's in next month's reviews section as we can't be certain what games will be finished in time — besides we had our fingers burned over *Ragnarok* (still not ready folks, we'll let you know when it's done). Even so, US Gold's *Kingmaker* should be ready for review next ish, as should Team 17's *Overdrive* and *F1 Challenge*. We also plan to review Alternative's *Suburban Commando* and *Allo Allo*, plus Ocean's *European Champions*, *Superleague Manager*, and — fingers crossed — *Jurassic Park*! On the CD front we should see the conversion of *RoboCod*. But rest assured we won't review any unfinished titles — if it's nearly ready, we may give it a Playtest instead, but we never give our final verdict till a game's 100% complete.

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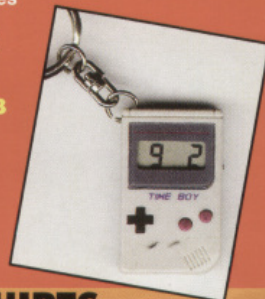


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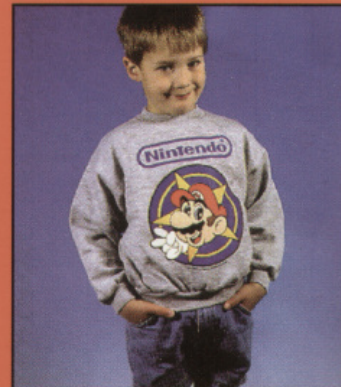


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